

PRIMA'S OFFICIAL STRATEGY GUIDE

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BATTLEFIELD ***Vietnam***



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BATTLEFIELD

Vietnam

PRIMA'S OFFICIAL STRATEGY GUIDE

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This book is dedicated to the men and women of the Armed Forces who served with honor and bravery in the Vietnam War. Your sacrifices were beyond measure.

ARMIES OF BATTLEFIELD VIETNAM

INTRODUCTION

Battlefield Vietnam includes 14 battle maps depicting the jungle, delta, and air campaigns of the Vietnam War. Along with realistic, historical environments, each battle features two opposing armies, one from North Vietnam and the other from the combined U.S. and South Vietnamese forces. The following section covers each fighting group, including historical background and Battle Map assignments.

THE ARMIES OF THE UNITED STATES AND SOUTH VIETNAM

U.S. ARMY



U.S. military forces in South Vietnam grew rapidly from 184,000 units in 1965 to 490,000 by the end of 1967. Of this total, U.S. Army forces accounted for more than 300,000 troops, with the combined firepower of infantry, armored cavalry, artillery, and close air support. In 1967, the 5th U.S. Army Special Forces Group worked closely with South Vietnamese Special Forces to institute a new style of attack that began and ended during evening hours. Aggressively taking the fight to the enemy, the Army set up base camps in enemy territory. Mobile strike forces set out from these camps, completing successful ground and airborne assaults against the Viet Cong.



U.S. ARMY UNITS IN BATTLEFIELD VIETNAM

| BATTLE | UNIT |
|------------------------|--|
| Operation Game Warden | River Patrol Force TF-116 |
| Operation Flaming Dart | VNAF 514th Fighter Squadron, "The Phoenix" |
| The Ia Drang Valley | 1st Battalion, 7th Cavalry |
| Landing Zone Albany | 2nd Battalion, 7th Cavalry |

U.S. MARINE CORPS



In March 1965, the 3rd Marine Division was the first American ground combat force to arrive in Vietnam. In August of the same year, three Marine battalions met and defeated the 1st Viet Cong Regiment near Chu Lai, Batang Peninsula. It marked the first major military action for U.S. troops since the Korean War. By 1968, 85,000 Marines were stationed in Vietnam—most in the northern provinces.

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U.S. MARINE UNITS IN BATTLEFIELD VIETNAM

| BATTLE | UNIT |
|--------------------|---------------------------------|
| Operation Hastings | 3rd Battalion, 5th Marines |
| Siege of Khe Sahn | 26th Marines: The Professionals |



ARVN UNITS IN BATTLEFIELD VIETNAM

| BATTLE | UNIT |
|----------------|---|
| Hue-1968 | 1st ARVN Division |
| Quang Tri-1968 | 1st ARVN Division |
| Reclaiming Hue | 2nd Battalion, 3rd Regiment ARVN Rangers |
| Quang Tri-1972 | 258th RVN Marine Brigade "The Divine Hawks" |

ARVN (ARMY OF THE REPUBLIC OF VIETNAM)



The South Vietnamese Army fought alongside U.S. forces in their struggle for democracy against the combined North Vietnamese and Viet Cong forces. ARVN casualties totaled more than 223,000. Despite its youth and inexperience, the Army of the Republic of Vietnam fought courageously.

Against Communist forces in the Tet Offensive of 1968, the ARVN played an important part in retaking the ancient city of Hue in 1968, in the most bloody, urban fighting of the war.

MACV-SOG (MILITARY ASSISTANCE COMMAND VIETNAM- STUDIES AND OBSERVATION GROUP)



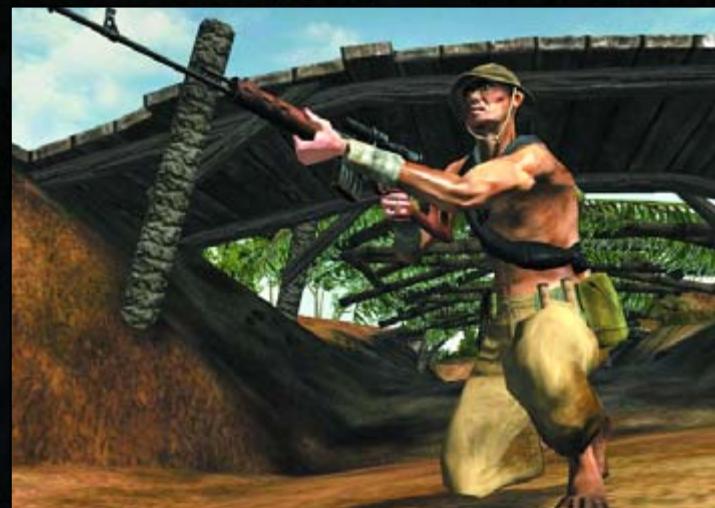
MACV-SOG was a joint service task force assigned to covert operations in Southeast Asia. The SOG designation was a cover for top-secret CIA missions, including the disruption of Viet Cong, Khmer Rouge, Pathet Lao, and N.V.A. forces in their home territories. The MACV also conducted psychological warfare with false radio broadcasts originating in North Vietnam, and they tracked the locations of imprisoned Americans, conducting raids to free prisoners. Other infiltrations included retrieval of equipment and documents lost in combat, kidnapping and assassinations, and sabotaging enemy ammunition supplies.



MACV-SOG UNITS IN BATTLEFIELD VIETNAM

| BATTLE | UNIT |
|---------------------|-------------------------------------|
| Fall of Lang Vei | Airborne: 5th Special Forces Group |
| Ho Chi Minh Trail | MACV-Studies and Observations Group |
| Cambodian Incursion | MACV-Studies and Observations Group |

were nearly destroyed by the armies of South Vietnam. The N.V.A. endured a direct attack by U.S. forces in 1969, led by U.S. commander General Creighton Abrams and they defended the Ho Chi Minh Trail against ARVN forces in 1971. The N.V.A. suffered more than 100,000 casualties in 1972, against the combined forces of the U.S. and South Vietnam. Over the course of the war more than 1,000,000 North Vietnamese troops were killed.



THE ARMIES OF NORTH VIETNAM

N.V.A. (NORTH VIETNAMESE ARMY)



Often referred to as the Peoples Army of North Vietnam, this Communist-fighting force consisted of a main army, local forces, smaller militia units, and guerilla fighters. The N.V.A. involvement in the Vietnam conflict dates back to 1955-59, when they

N.V.A. UNITS IN BATTLEFIELD VIETNAM

| BATTLE | UNIT |
|------------------------|-------------------------------|
| Operation Flaming Dart | Unidentified |
| The Ia Drang Valley | 66th N.V.A. Regiment |
| Landing Zone Albany | 33rd N.V.A. Regiment |
| Operation Hastings | 5th Battalion, 812th Regiment |
| Hue-1968 | 6th N.V.A. Regiment |
| Quang Tri-1968 | 812th N.V.A. Regiment |
| Fall of Lang Vei | 304th N.V.A. Division |
| Reclaiming Hue | 6th N.V.A. Regiment |
| Siege of Khe Sahn | NVA 325th C Division |
| Quang Tri-1972 | 101st Regiment |



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VIET CONG



VIET CONG UNITS IN BATTLEFIELD VIETNAM

| BATTLE | UNIT |
|-----------------------|--------------|
| Operation Game Warden | Unidentified |
| Ho Chi Minh Trail | Unidentified |
| Cambodian Incursion | Unidentified |

The term Viet Cong was first used by Diem's regime to describe the 10,000 troops in hiding in South Vietnam after the French Indochina War (1946-54). The Viet Cong remained in the south, forming the NLF (National Liberation Front), and attempted to overthrow the South Vietnamese government. The main force of the Viet Cong consisted of peasant guerilla fighters recruited from villages when they were teenagers. Ironically, very few members of the Viet Cong had any formal Communist training, and even fewer knew anything about Marxism. They fought to the death against U.S. and ARVN forces, despite being poorly equipped, living near starvation, and lacking any level of medical care for serious battle wounds.



WEAPONS AND TROOP KITS

INTRODUCTION

The weapons of *Battlefield Vietnam* cover a wide range of implementations including hand-to-hand fighting, long-range sniping, hidden traps, reconnaissance, and vehicle repair. The following sections cover every weapon in the game, with clip capacities and ammo loads. We've also included historical information on many of the weapons.

The Troop Kit section includes tables of Assault, Heavy Assault, Engineer, and Recon weapons for all six armies in *Battlefield Vietnam*. Your success in completing a mission often depends on selecting the right mix of weapons, and we provide strengths and weaknesses for all Troop Kits.

WEAPONS KNIVES

Your chances are slim if you are in the middle of a firefight and all you have is a sharp piece of steel. However, there are times when you can use a knife and save ammo, like when you are taking out enemy artillery gunners. It only takes a couple of strikes to dispatch an enemy. Just don't let your target run away, because you don't have the option to throw your weapon.

Machete



Army: N.V.A.

Combat Knife



Army: U.S. Army, Marines; MACV, ARVN

Plantation Knife



Army: V.C.

PROJECTILE WEAPONS

PISTOLS

Your pistol is the most underrated, and too often underused, weapon in your arsenal. When you are caught without ammo in your primary weapon, switch to your pistol for close-range power and surprising accuracy.

M1911 Pistol



Army: U.S. Army, Marines

Load Size: 9

Loads: 3

The M1911 was the official sidearm for the U.S. Navy and Army from 1911 to 1992. Conceived by legendary gun designer John Moses Browning and produced by Colt, this .45-caliber pistol answered the Armed Forces' desire for a handgun with more stopping power than the incumbent .38 revolver. The M1911 was selected after completing a record 6,000-round test firing without a glitch.

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.44 Magnum



Army: MACV, ARVN

Load Size: 6

Loads: 3

This six-shot revolver has a serious punch, but it lacks the speed of the M1911. However, at close range, few targets can survive a single shot. It is difficult to fire the .44 quickly, due to its substantial kickback.

TT-33 (Tokarev)



Army: N.V.A., V.C.

Load Size: 8

Loads: 3

This single-action, semi-automatic pistol became the standard issue sidearm of the Soviet Army in 1933. This gun was based on the original Colt-Browning M1911, although modifications were made to streamline the manufacturing process. The TT-33 is lighter, and boasts a faster muzzle velocity than the M1911.

ASSAULT RIFLES

These versatile, intermediate load weapons are capable of automatic and semi-automatic firing, making them perfect for most battlefield assault situations. Assault rifles are lightweight, and issue very low recoil. They are best used within range of 400 meters, and although automatic fire is always tempting, assault rifles are most accurate when fired in short bursts.

AK47



Army: N.V.A.

Load Size: 30

Loads: 4

Originally designed by Russian soldier Mikhail Kalashnikov, the AK47 is one of the most influential and reliable combat rifles ever produced. The North Vietnamese Army used Chinese and Russian variations of the AK47, but both designs fired the same 7.62mm bullet at a rate of 600 rounds per minute. This gun is accurate up to 400 meters.

AKMS



Army: V.C.

Load Size: 30

Loads: 4

Lighter than the original AK47, the AKMS boasts a folding stock, making it a favorite of parachute troops. However, the lack of a stock makes this weapon less accurate than the AK47. The AKMS used steel stampings, making it much cheaper to mass-produce.

CAR 15



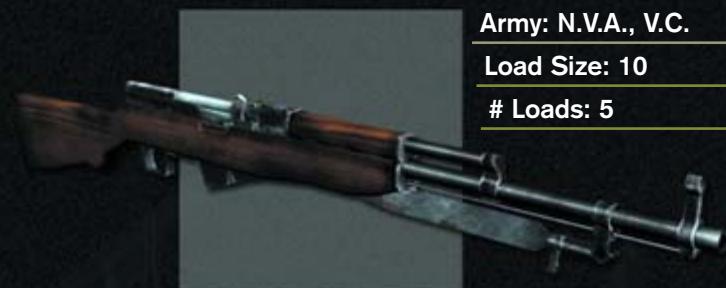
Army: ARVN

Load Size: 30

Loads: 6

The CAR 15 is a shortened carbine version of the M16, utilizing a 10" barrel (half the size of the M16). This gas-operated, rotating bolt rifle is loud and its intense muzzle flash gives enemy soldiers a more noticeable target. The CAR 15 fires at 750 rounds per minute.

Chicom SKS 56 (Type 56)



Army: N.V.A., V.C.

Load Size: 10

Loads: 5

This semi-automatic rifle with a folding metal stock was a Chinese-made, direct copy of the original Russian AK47. Its only distinguishing features were a folding bayonet and larger rivets. In *Battlefield Vietnam*, the Type 56 carries only a 10-shot magazine, compared to the 30-shot AK47.

M14



Army: U.S. Army, Marines; MACV, ARVN

Load Size: 10

Loads: 5

The M14 was the original standard rifle for U.S. Forces in Vietnam, beginning in 1957 and lasting until it was replaced by the M16. The M14 was an updated version of the World War II M1 Garand. A detachable magazine replaced the fixed magazine of the Garand, eliminating the need for a loading charger. The M14 is semiautomatic, with a maximum effective range of 460 meters.

M16



Army: U.S. Army, Marines; ARVN

Load Size: 30

Loads: 4

The M16 was successfully introduced in Vietnam's Ia Drang Valley in November, 1965. However, within a year, the rifle exhibited serious problems with jammed cartridges, causing hundreds of deaths as soldiers were caught in battle with inoperative weapons. After several months, an improved M16 reached the battlefield, featuring a new bolt closure device, and revised instructions for cleaning and maintenance.

XM148 (CAR 15)



Army: MACV

Load Size: 30 (*1)

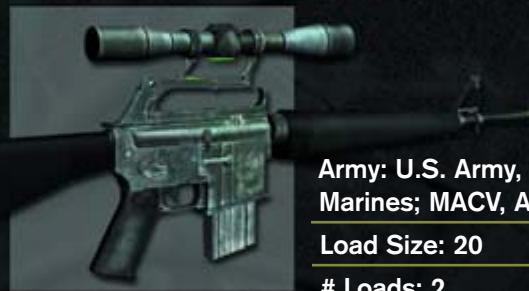
Loads: 5 (*5)

*Grenade Launcher

This weapon pairs a lengthened CAR 15 with a 40mm grenade launcher, providing an all-purpose assault rifle capable of taking out light armored vehicles.

SNIPER RIFLES

M16 Sniper



Army: U.S. Army, Marines; MACV, ARVN

Load Size: 20

Loads: 2

This is a standard M16 set to semi-automatic fire and outfitted with a sniper scope. Although the scope provides better targeting, the M21 is a more precise sniper rifle with greater range.

M21



Army: ARVN

Load Size: 10

Loads: 1

The M21 was the primary U.S. Army sniper rifle in the Vietnam War, and it remained a standard until the M24 bolt-action rifle arrived in 1988. The M21 is accurate to 690 meters.

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M40



Army: U.S. Army,
Marines; MACV

Load Size: 5

Loads: 20

Less than one thousand M40's saw service in Vietnam as U.S. Marine sniper rifles. This gun is a Remington Model 700 outfitted with a variable power Redfield scope. The M40 has a dependable range of up to 915 meters.

M91/30



Army: N.V.A., V.C.

Load Size: 5

Loads: 20

This Russian Moisin-Nagant rifle was first issued in 1937, and it is the least accurate sniper rifle in *Battlefield Vietnam*. The short scope was difficult to use, and it was quickly replaced with a larger, heavier sight, allowing for easier wind and elevation adjustments.

SVD



Army: N.V.A.

Load Size: 10

Loads: 2

The SVD (Sniperskaya Vintovka Dragunov) was the first Russian weapon designed from the ground up as a sniper rifle. It has an effective range of up to 1,100 meters, and its light weight and semi-automatic firing make it an excellent choice when facing multiple targets.

MACHINE GUNS

M60



Army: U.S. Army,
Marines; ARVN

Load Size: 100

Loads: 2

The general-purpose M60 is light enough to carry, but heavy enough to do serious damage. It fires up to 550 rounds per minute with a range of over 1,700 meters. The cartridge belts are large and heavy, so you are limited to just two belts of 100 rounds each.

MAT49



Army: N.V.A., V.C.

Load Size: 32

Loads: 3

The MAT49 submachine gun was adopted by the French Army in 1949. It was used extensively by the French in Indo-China, and many weapons ended up in the hands of the Viet Cong. The weapons were then modified to accommodate the Soviet 7.62mm ammo, and also improved from 600 rounds per minute to 900. The MAT49 is best used at close range, because it is difficult to aim accurately at any distance.

RPD



Army: N.V.A.

Load Size: 100

Loads: 2

The RPD is the Russian counterpart to the M60, first introduced to the Soviet Army in 1950. The large 100-bullet clip is belt fed from a drum clipped on the underside of the gun. It has a range of 800 meters. Lightweight, accurate, and easily reloaded, the RPD is capable of inflicting serious damage with sustained fire.

WEAPONS AND TROOP KITS

Type 53



Army: V.C.

Load Size: 47

Loads: 2

The Type 53 is a Chinese copy of the Soviet Degtyarev DP, a standard light machine gun used in Russia from 1928 to the late-1950's. The circular magazine feed was efficient, but the gun's 7.62mm rifle cartridges were prone to jamming. The Type 53 fires on automatic only, at a rate of 500-600 rounds per minute.

CLOSE-SUPPORT WEAPONS

M79 Grenade Launcher



Army: U.S. Army, Marines; MACV, ARVN

Load Size: 1

Loads: 5

Nicknamed "The Blooper," the M79 looked like a single-barrel, sawed-off shotgun. Used in close support of infantry, the M79 filled the range gap between hand grenades and mortar fire. The 40mm HE (high explosive) grenades produced over 300 fragments upon detonation, creating a kill radius of up to 5 meters.

Mortar



Army: U.S. Army, Marines; MACV, ARVN, N.V.A., V.C.

Load Size: 1

Loads: 20

Mossberg 500



Army: U.S. Army, Marines; ARVN

Load Size: 6

Loads: 18

The Mossberg is strictly used as a close-range weapon. Pump action allows for quick firing, but the load size is only six shots. This weapon is best used in tight quarters where you are not under fire from enemies at long range.

ROCKET LAUNCHERS

This category includes a range of handheld weapons for targeting light armor and low-flying aircraft. Only one, the North Vietnamese SA-7, is a heat-seeking missile, capable of finding, tracking, and striking an aircraft in flight. Rocket launchers are single-shot weapons that take time to reload, so there is a vulnerability factor to consider. With sufficient cover and the proper angle of attack (rear, sides, or top of target), you can take out most armored vehicles in Battlefield Vietnam with two or three hits, and Jeeps with single shots. We have included RPG's in this category, although they are technically rocket-propelled grenades.

M72 L.A.W.



Army: U.S. Army, Marines; MACV, ARVN

Load Size: 1

Loads: 4

The L.A.W. is a 66mm, unguided light rocket launcher that fires anti-tank rounds. It has a maximum range of 350 meters, but it is most effective within 200 meters. It takes approximately 1.6 seconds to travel 200 meters to the target. This weapon loads automatically, but carries only four shots, so be prepared to run for cover if your target is still rolling and your L.A.W. is empty.

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RPG2



Army: V.C.

Load Size: 1

Loads: 4

This is a lighter variation of the Soviet-made RPG7V, but it is still capable of disabling, and eventually taking down light armored vehicles. It is best to have infantry support for a soldier equipped with an RPG2, because it is not a one-shot weapon in most situations.

RPG7V



Army: N.V.A.

Load Size: 1

Loads: 4

This auto-loading Russian RPG packs more wallop than the RPG2. It is effective against helicopters, especially when fired from elevated positions.

SA-7



Army: N.V.A., V.C.

Load Size: 1

Loads: 2

This heat-seeking, surface-to-air missile launcher created a dangerous situation for U.S. helicopters late in the war. It inspired the development of a missile launch warning system and engine exhaust heat suppressors. It is auto-loading, but with only two shots, this weapon must be used carefully, and from cover.

EXPLOSIVE DEVICES

Booby Trap



Army: N.V.A.

Charges: 4

Using the Wirecutter tool, an N.V.A. Engineer can place an explosive pack on a dormant vehicle. When the vehicle is entered, the charge detonates, instantly destroying the vehicle and its inhabitants.

Bouncing Betty



Army: N.V.A., V.C.

Charges: 5

This frightening explosive weapon is placed on the ground, where an unsuspecting soldier steps on the spring device, causing the explosive to rise up to waist level and explode.

C4



Army: MACV, ARVN

Charges: 4

A C4 brick is attached to any surface, then exploded using a handheld detonator. It is equally effective against personnel and vehicles.

Claymore



Army: U.S. Army, Marines
Charges: 5

Claymores are mines that can be detonated remotely, but they will also explode on contact. The explosion has a wide radius (approximately 45 meters), but lacks the power of a traditional land mine. However, it releases a charge of 700 steel balls upon detonation, so it is extremely effective against enemy troops.

Expack



Army: N.V.A., V.C.
Charges: 4

This explosive pack can be placed anywhere and detonated with a plunger. The explosive power is best utilized against enemy vehicles.

Grenade



Army: U.S. Army, Marines; MACF, ARVN, N.V.A., V.C.
Charges: 4

A grenade is a handheld explosive that has a built-in three-second timer. You can throw the grenade and wait for the explosion, or depress the plunger and hold the grenade before releasing it, thus reducing the delay time.

Landmine



Army: N.V.A., V.C.
Charges: 5

Similar in function to the U.S. mine, this circular explosive is effective against vehicles and personnel.

Mine



Army: U.S. Army, Marines; MACV, ARVN
Charges: 4

This anti-vehicle mine is devastating against enemy vehicles, including heavy tanks. It detonates on contact.

Time Bomb



Army: V.C.
Charges: 4

V.C. Recon units can place Time Bombs and detonate them with varying fuse lengths (up to 10 seconds). The explosion will devastate vehicles, but it is equally effective against an approaching enemy squad.

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SPECIAL WEAPONS

The following weapons perform various functions, including traps, repairs, healing, and dismantling.

Caltrops



Army: N.V.A., V.C.

Charges: 5

These sharp, star-shaped metal objects can be placed on the ground, causing damage to personnel. They can also be thrown, but you are better off scattering them on the ground in the path of approaching enemy troops.

Med Pack



Army: MACV

Charge Time:
5 seconds

Recharge Time:
10 seconds

The Med pack allows an MACV Assault soldier to partially or fully heal himself or another soldier. The Med pack is used until it is exhausted (about five seconds), at which time it gradually recharges.

Pungi Sticks



Army: V.C.

Charges: 5

Pungi Sticks are sharpened pieces of wood that are buried halfway into the ground. Each usage places a cluster of six spikes. They are best used in tall grass where enemy soldiers cannot see them.

Smoke



Army: U.S. Army,
Marines; MACV, ARVN

Charges: 3

Smoke grenades provide a cover of yellow smoke, allowing Recon troops to move without being seen. This is an excellent tactic for positioning a sniper. Smoke grenades also can be used as a bomb marker for payloads from aircraft like the F4 Phantom.

Torch



Army: U.S. Army,
Marines; MACV, ARVN

Charge Time:
10 seconds

Recharge Time:
20 seconds

A torch is used to slowly destroy a vehicle. When the vehicle is completely dismantled, it explodes. The torch recharges over time.

Wrench



Army: U.S. Army,
Marines; MACV, ARVN
N.V.A., V.C.

Charges: 10 seconds

Recharge Time:
10 seconds

Use a wrench to repair a damaged vehicle, or disable mines. The wrench recharges on its own, or it can be replenished at an Ammo Box.

TROOP KITS

Each of the six armies in *Battlefield Vietnam* includes four different troop classes: Assault, Engineer, Heavy Assault, and Recon. Within a troop class there are two Troop Kits, containing varying mixes of weapons and gear. The following tables list all of the Troop Kits available in the game.

TROOP KIT ATTRIBUTES

| TYPE | STRENGTHS | WEAKNESSES |
|---------------|--|---|
| Assault | Quick strikes, covering fire, armor support | Long-range sniping, enemy armor |
| Engineer | Demolition, repairs, long-range attacks (mortars) | Close-in assaults, long-range sniping |
| Heavy Assault | Armor destruction, entrenched infantry assault, ambushes | Quick strikes, long-range sniping |
| Recon | Long-range sniping, artillery spotters | Entrenched assaults, close-range attacks, enemy armor |

U.S. ARMY

ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | M1911 | M1911 |
| Primary Weapon | M16 | Mossberg 500 |
| Additional (A) | Grenades | Grenades |
| Additional (B) | - | - |

ENGINEER KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | M1911 | M1911 |
| Primary Weapon | M14 | M14 |
| Additional (A) | Torch | Mines |
| Additional (B) | Claymores | Mortar |
| Additional (C) | Wrench | Wrench |

HEAVY ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | M1911 | M1911 |
| Primary Weapon | M60 | M60 |
| Additional (A) | M79 | L.A.W. |
| Additional (B) | - | - |

RECON KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | M1911 | M1911 |
| Primary Weapon | M40 | M16 Sniper |
| Additional (A) | Smoke | Smoke |
| Additional (B) | Binoculars | Binoculars |

U.S. MARINE CORPS

ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | M1911 | M1911 |
| Primary Weapon | M16 | Mossberg 500 |
| Additional (A) | Grenades | Grenades |
| Additional (B) | - | - |

ENGINEER KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | M1911 | M1911 |
| Primary Weapon | M14 | M14 |
| Additional (A) | Torch | Mines |
| Additional (B) | Claymores | Mortar |
| Additional (C) | Wrench | Wrench |

HEAVY ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | M1911 | M1911 |
| Primary Weapon | M60 | M60 |
| Additional (A) | M79 | L.A.W. |
| Additional (B) | - | - |

RECON KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | M1911 | M1911 |
| Primary Weapon | M40 | M16 Sniper |
| Additional (A) | Smoke | Smoke |
| Additional (B) | Binoculars | Binoculars |

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MACV-SOG

ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | .44 | .44 |
| Primary Weapon | CAR 15 | XM148 |
| Additional (A) | Grenades | Med Pack |
| Additional (B) | Medpack | - |

ARVN

ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | .44 | .44 |
| Primary Weapon | CAR 15 | M16 |
| Additional (A) | Grenades | Grenades |
| Additional (B) | - | - |

ENGINEER KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | .44 | .44 |
| Primary Weapon | M14 | M14 |
| Additional (A) | Mines | Torch |
| Additional (B) | Mortar | C4 |
| Additional (C) | Wrench | Wrench |

ENGINEER KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | .44 | .44 |
| Primary Weapon | M14 | M14 |
| Additional (A) | Mines | Torch |
| Additional (B) | Mortar | C4 |
| Additional (C) | Wrench | Wrench |

HEAVY ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | .44 | .44 |
| Primary Weapon | M60 | M60 |
| Additional (A) | M79 | L.A.W. |
| Additional (B) | - | - |

HEAVY ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | .44 | .44 |
| Primary Weapon | M60 | M60 |
| Additional (A) | M79 | L.A.W. |
| Additional (B) | - | - |

RECON KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | .44 | .44 |
| Primary Weapon | M40 | M16 Sniper |
| Additional (A) | Smoke | Smoke |
| Additional (B) | Binoculars | Binoculars |

RECON KITS

| | KIT #1 | KIT #2 |
|----------------|--------------|--------------|
| Melee Weapon | Combat Knife | Combat Knife |
| Sidearm | .44 | .44 |
| Primary Weapon | M21 | M16 Sniper |
| Additional (A) | Smoke | Smoke |
| Additional (B) | Binoculars | Binoculars |

N.V.A.

ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|----------|----------|
| Melee Weapon | Machete | Machete |
| Sidearm | TT-33 | TT-33 |
| Primary Weapon | AK47 | RPD |
| Additional (A) | Grenades | Grenades |
| Additional (B) | - | - |

V.C.

ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|------------------|------------------|
| Melee Weapon | Plantation Knife | Plantation Knife |
| Sidearm | TT-33 | TT-33 |
| Primary Weapon | AKMS | Type 53 |
| Additional (A) | Grenades | Grenades |
| Additional (B) | - | - |

ENGINEER KITS

| | KIT #1 | KIT #2 |
|----------------|------------|---------|
| Melee Weapon | Machete | Machete |
| Sidearm | TT-33 | TT-33 |
| Primary Weapon | MAT49 | MAT49 |
| Additional (A) | Booby Trap | Mines |
| Additional (B) | Mortar | Shovel |
| Additional (C) | Wrench | Wrench |

ENGINEER KITS

| | KIT #1 | KIT #2 |
|----------------|------------------|------------------|
| Melee Weapon | Plantation Knife | Plantation Knife |
| Sidearm | TT-33 | TT-33 |
| Primary Weapon | MAT49 | MAT49 |
| Additional (A) | Pungi Sticks | Shovel |
| Additional (B) | Mortar | Landmines |
| Additional (C) | Wrench | Wrench |

HEAVY ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|---------|---------|
| Melee Weapon | Machete | Machete |
| Sidearm | TT-33 | TT-33 |
| Primary Weapon | Type 56 | SA7 |
| Additional (A) | RPG7V | Expack |
| Additional (B) | - | - |

HEAVY ASSAULT KITS

| | KIT #1 | KIT #2 |
|----------------|------------------|------------------|
| Melee Weapon | Plantation Knife | Plantation Knife |
| Sidearm | TT-33 | TT-33 |
| Primary Weapon | Type 56 | SA-7 |
| Additional (A) | RPG2 | Expack |
| Additional (B) | - | - |

RECON KITS

| | KIT #1 | KIT #2 |
|----------------|------------|----------------|
| Melee Weapon | Machete | Machete |
| Sidearm | TT-33 | TT-33 |
| Primary Weapon | SVD | Type 56 |
| Additional (A) | Caltrops | Bouncing Betty |
| Additional (B) | Binoculars | Binoculars |

RECON KITS

| | KIT #1 | KIT #2 |
|----------------|------------------|------------------|
| Melee Weapon | Plantation Knife | Plantation Knife |
| Sidearm | TT-33 | TT-33 |
| Primary Weapon | M91/30 | Type 56 |
| Additional (A) | Caltrops | Bouncing Betty |
| Additional (B) | Binoculars | Time Bomb |

VEHICLES

INTRODUCTION

The following sections include all of the vehicles appearing in *Battlefield Vietnam*. They are separated into air, land, and sea categories, and each listing includes missions, weapons, troop positions, and any special abilities.

AIR VEHICLES

A7 CORSAIR



TYPE: Jet fighter

ARMY: U.S. Army, Marine Corps

MISSIONS: Operation Flaming Dart, Operation Hastings, Siege of Khe Sahn

WEAPONS: Auto cannon, bombs (30)

TROOP POSITION: Pilot (1)

NOTES: Bombs are more effective than napalm for destroying vehicles.

TYPE: Jet fighter

ARMY: U.S. Army, Marine Corps

MISSIONS: Operation Flaming Dart, The Ia Drang Valley, Operation Irving, Siege of Khe Sahn

WEAPONS: Heat-seeking missiles (20), napalm bombs (3)

TROOP POSITION: Pilot (1)

NOTES: Napalm bombs are very effective against ground troops; lack of machine guns hampers the F4 in a dogfight.

CHINOOK



TYPE: Helicopter

ARMY: U.S. Army

MISSIONS: Operation Flaming Dart, The Ia Drang Valley, Operation Irving (multiplayer only)

WEAPONS: Door-mounted M60 machine guns (2), ramp-mounted M60 (1); Pilot machine gun (400), passenger rocket (20), passenger grenade (12)

TROOP POSITIONS: Pilot (1), door gunners (2), ramp gunner (1), enclosed passengers (2)

NOTES: Used to airlift vehicles and Landing Zone Crates, but it may make for difficult flying.

F4 PHANTOM



HUEY ASSAULT**TYPE:** Helicopter**ARMY:** U.S. Army, Marine Corps**MISSIONS:** Operation Game Warden, The la Drang Valley, Operation Irving, Operation Hastings, Siege of Khe Sahn**WEAPONS:** 9-shot missile launchers (10), M134 auto cannons (2), M5 40mm nose-mounted grenade launcher (1)**TROOP POSITIONS:** Pilot (1), copilot (1)**NOTES:** Used to airlift vehicles and Landing Zone Crates.**HUEY SLICK****TYPE:** Helicopter**ARMY:** U.S. Army, Marine Corps; MACV**MISSIONS:** Operation Game Warden, The la Drang Valley, Operation Irving (Instant Battle only), Operation Hastings, Fall of Lang Vei**WEAPONS:** Internal M60 machine guns (2) with 500 rounds per gun**TROOP POSITIONS:** Pilot (1), gunners (2), armed passengers (2)**NOTES:** Used to airlift vehicles and Landing Zone Crates.**HUEY COBRA****TYPE:** Helicopter**ARMY:** U.S. Army, Marine Corps; MACV**MISSIONS:** Operation Flaming Dart, Siege of Khe Sahn, Fall of Lang Vei**WEAPONS:** Heat-seeking rocket pods (2), missile pods (2), nose-mounted auto cannon (1)**TROOP POSITIONS:** Pilot, co-pilot**NOTES:** Fast attack helicopter without airlift capabilities.**M18****TYPE:** Helicopter**ARMY:** V.C., N.V.A.**MISSIONS:** Operation Game Warden, Operation Flaming Dart, Operation Hastings, Siege of Khe Sahn, Fall of Lang Vei**WEAPONS:** Pod-mounted missile launchers (4)**TROOP POSITIONS:** Pilot (1), enclosed passengers (3)**NOTES:** Formidable assault helicopter/troop carrier. Lacks airlift capability.

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M18 CARGO



TYPE: Helicopter

ARMY: V.C., N.V.A.

MISSIONS: Operation Game Warden, Fall of Lang Vei

WEAPONS: None

TROOP POSITIONS: Pilot (1), enclosed passengers (5)

NOTES: Rear door has been removed to allow passengers to fire their guns.

MiG-17



TYPE: Jet fighter

ARMY: N.V.A.

MISSIONS: Operation Flaming Dart, Operation Hastings, Siege of Khe Sahn

WEAPONS: Machine guns, conventional bombs (60)

TROOP POSITIONS: Pilot (1)

NOTES: Agile, but not as fast as the MiG-21; machine guns make it better-suited for dogfights.

MiG-21



TYPE: Jet fighter

ARMY: N.V.A.

MISSIONS: Operation Flaming Dart, Siege of Khe Sahn

WEAPONS: Machine guns, conventional missiles (20)

TROOP POSITIONS: Pilot (1)

NOTES: Very fast and agile.

LAND VEHICLES

BM-21



TYPE: Truck missile launcher

ARMY: N.V.A., V.C.

MISSIONS: Operation Irving (multiplayer only), Quang Tri-1972, Fall of Lang Vei, Hue-1968, Reclaiming Hue (multiplayer only)

WEAPONS: Missiles (40)

TROOP POSITIONS: Driver (1), missile launcher (1)

BTR-60

TYPE: Amphibious APC
ARMY: N.V.A., V.C.

MISSIONS: Operation Game Warden, The Ia Drang Valley, Operation Albany, Operation Hastings, Quang Tri-1968, Hue-1968 (multiplayer only), Reclaiming Hue (multiplayer only), Quang Tri-1972, Cambodian Incursion

WEAPON: Roof-mounted machine gun (1)

TROOP POSITIONS: Driver (1), gunner (1), armed passengers (2), enclosed passengers (2)

M-113

TYPE: APC

ARMY: U.S. Army, Marines, MACV, ARVN

MISSIONS: Operation Game Warden, The Ia Drang Valley, Operation Albany, Operation Irving, Operation Hastings, Quang Tri-1968, Quang Tri-1972, Siege of Khe Sahn (multiplayer only), Hue-1968, Reclaiming Hue, Ho Chi Minh Trail, Cambodian Incursion

WEAPON: Roof-mounted M240 machine gun (1)

TROOP POSITIONS: Driver (1), roof gunner (1), enclosed passengers (4)

NOTES: Armor comparable to a light tank; Chinook or Huey can airlift M-113 into battle.

M-110

TYPE: Self-propelled artillery cannon

ARMY: U.S. Army, MACV, ARVN

MISSIONS: Operation Albany, Quang Tri-1972, Siege of Khe Sahn (multiplayer only), Ho Chi Minh Trail, Cambodian Incursion

WEAPON: 8" howitzer artillery cannon (1)

TROOP POSITIONS: Driver (1), gunner (1)

NOTES: Very slow; driver and gunner are fully exposed; Chinook can airlift M-110 into battle.

M-151A1 MUTT

TYPE: Jeep

ARMY: U.S. Army, Marines, MACV, ARVN

MISSIONS: Operation Game Warden, Operation Flaming Dart, Operation Albany, Operation Irving (multiplayer only), Quang Tri-1968, Quang Tri-1972 (multiplayer only), Siege of Khe Sahn, Fall of Lang Vei, Hue-1968, Reclaiming Hue, Ho Chi Minh Trail, Cambodian Incursion

WEAPON: Missile launch pod (1)

TROOP POSITIONS: Driver (1), missile launcher (1), passenger (1)

NOTES: Very quick and maneuverable; lack of armor enables enemy rocket launchers to take out the MUTT with one shot.

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M46



TYPE: Artillery cannon

ARMY: N.V.A., V.C.

MISSIONS: The Ia Drang Valley, Operation Albany, Operation Irving, Quang Tri-1972, Siege of Khe Sahn, Ho Chi Minh Trail, Cambodian Incursion (Instant Battle only)

WEAPON: 130mm gun (1)

TROOP POSITION: Gunner (1)

NOTES: Gun produces large blast with splash (surrounding) damage.

PT-76



TYPE:

Amphibious tank

ARMY: N.V.A., V.C.

MISSIONS: The Ia Drang Valley, Operation Hastings, Quang Tri-1968, Quang Tri-1972, Siege of Khe Sahn, Fall of Lang Vei, Ho Chi Minh Trail, Cambodian Incursion

WEAPONS: 76mm main gun (1), 7.62mm coaxial machine gun (1), 12.7mm anti-aircraft roof-mounted machine gun (1)

TROOP POSITIONS: Driver (1), roof gunner (1)

NOTES: The ability to fire its gun from the water makes the PT-76 dangerous from any position on the map.

M48A3 PATTON TANK



TYPE: Tank

ARMY: ARVN

MISSIONS: Quang Tri-1968, Quang Tri-1972, Hue-1968, Reclaiming Hue

WEAPONS: 90mm gun (1), 7.62mm coaxial machine gun (1), M240 machine gun (commander's cupola) (1)

TROOP POSITIONS: Driver (1), roof gunner (1)

NOTES: Diesel-powered tank that entered the war in 1968, armor is insufficient to protect crew from shrapnel and small arms fire.

SCOOTER



TYPE:

Motor scooter

ARMY:

N.V.A., V.C.

MISSIONS: Operation Irving (multiplayer only), Quang Tri-1968 (multiplayer only), Quang Tri-1972 (multiplayer only), Hue-1968, Reclaiming Hue

WEAPONS: None

TROOP POSITIONS: Driver (1), passenger (1)

NOTES: Armed passenger sitting in the back can take out the enemy. It is a quick way to get from point "A" to point "B," as long as you avoid enemy guns.

SHERIDAN TANK**TYPE:** Tank**ARMY:** U.S. Army, Marines, MACV, ARVN

MISSIONS: Operation Flaming Dart, The Ia Drang Valley, Operation Irving, Operation Hastings (multiplayer only), Siege of Khe Sahn, Fall of Lang Vei, Ho Chi Minh Trail (multiplayer only), Cambodian Incursion

WEAPONS: 152mm main gun (1), 7.62mm coaxial machine gun (1), M240 machine gun (commander's cupola) (1)

TROOP POSITIONS: Driver (1), roof gunner (1)

NOTES: The Sheridan's big gun and machine gun can rotate 360 degrees. This tank packs a wallop, and it is fast and maneuverable; watch for RPGs, because its aluminum armor is strictly lightweight. The Chinook can airlift a Sheridan into battle.

T-54 TANK**TYPE:** Tank**ARMY:** N.V.A., V.C.

MISSIONS: Operation Flaming Dart, Operation Irving, Quang Tri-1968, Quang Tri-1972, Hue-1968, Reclaiming Hue

WEAPONS: 100mm main gun (1), 7.62mm coaxial machine gun (1), 12.7mm anti-aircraft roof-mounted machine gun (1)

TROOP POSITIONS: Driver (1), roof gunner (1)

NOTES: The T-54 is a medium tank, rated between a Patton and Sheridan. It has thicker armor and can withstand more hits than a Sheridan.

469**TYPE:** Jeep**ARMY:** N.V.A., V.C.

MISSIONS: Operation Game Warden, Operation Flaming Dart, Operation Albany, Quang Tri-1968, Quang Tri-1972, Siege of Khe Sahn, Fall of Lang Vei, Hue-1968, Reclaiming Hue, Ho Chi Minh Trail, Cambodian Incursion

WEAPON: Rear deck-mounted machine gun (1)

TROOP POSITIONS: Driver (1), gunner (1), passenger (1)

NOTES: The 469 excels at drive-by attacks on unsuspecting enemy infantry.

ZSU-57**TYPE:** Anti-aircraft tank**ARMY:** N.V.A., V.C.

MISSIONS: Operation Flaming Dart, The Ia Drang Valley, Operation Irving, Siege of Khe Sahn, Fall of Lang Vei

WEAPONS: 57mm flak guns (2)

TROOP POSITIONS: Driver (1), gunner (1)

NOTES: The ZSU efficiently brings down enemy aircraft. The driver is well-protected, but the gunner is in the open, so he is susceptible to small arms fire. Keep moving, and you'll clear the skies.

SEA VEHICLES

PBR



TYPE:

River patrol boat

ARMY: U.S. Army, Marines

MISSIONS: Operation Game Warden, Operation Flaming Dart, Operation Irving, Operation Hastings

WEAPONS: Rear-mounted M60, front-mounted duel machine gun

TROOP POSITIONS: Driver (1), front gunner (1), rear gunner (1)

NOTES: The PBR is quicker and more maneuverable than the TANGO, but it cannot shell land targets.

SAMPAN



TYPE: Boat

ARMY: N.V.A., V.C.

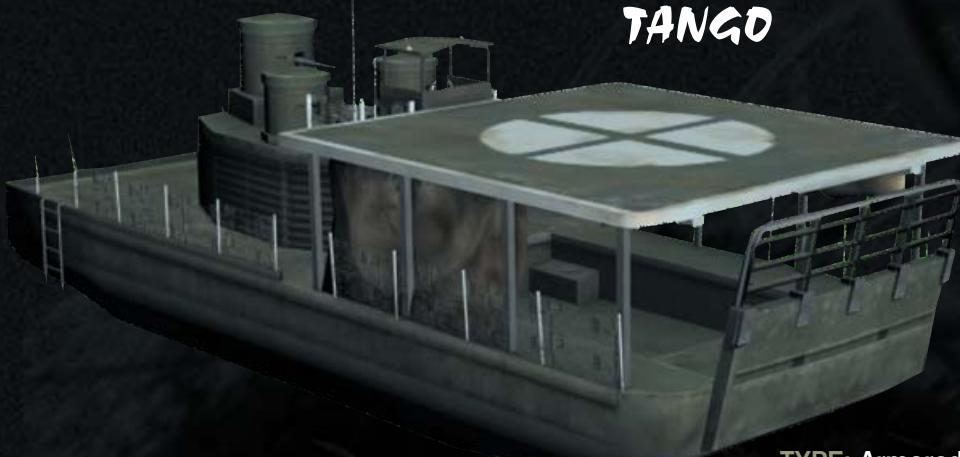
MISSIONS: Operation Game Warden, Operation Irving, Operation Hastings

WEAPONS: None

TROOP POSITIONS: Driver (1), passengers (4)

NOTES: The Sampan is fast, and its narrow hull is perfect for negotiating the narrow inlets of the Mekong Delta. Firepower is limited to weapons the passengers are carrying.

TANGO



TYPE: Armored Troop Carrier

ARMY: U.S. Army

MISSIONS: Operation Game Warden, Operation Flaming Dart

WEAPONS: 20mm cannon (1), 50-caliber machine guns (2)

TROOP POSITIONS: Driver (1), cannon gunner (1), machine gunners (2)

NOTES: The TANGO is a mobile spawn point.

MULTIPLAYER TIPS FROM THE TESTERS

TIPS FROM TESTER JOSE GONZALES

VEHICLES

✗ Teamwork is now necessary to capture the flags. Knowing this, it is always helpful to stick with your buddies (this includes buddies in your vehicle). Friends hanging out in the back of your BTR-60 or M-113 will be effective in turning over those flags quickly.

✗ Mobile armored transport is very effective when capturing a flag. Driving into the radius of a CP (Control Point) flag with your BTR-60 or M-113, and jump into one of the rear seats (protected by the vehicle's armor). A person sitting in the driver's seat will be exposed for an easy enemy headshot.

✗ Airlifts can be used as a weapon. Using the chopper, drop airlifted empty U.S. vehicles to squash enemies below (as a form of bomb), or airlift and drop an enemy driven U.S. vehicle.

✗ Exposed infantry with weapons are invaluable when they are your passengers (for example: the soldier sitting in position #2 of the jeep). This is the case with a friendly engineer. When driving into battle with your jeep, make sure you have the exposed soldier continually fixing the vehicle with the wrench. This will make your head-on vehicle assaults more effective.

INFANTRY

✗ You don't have to shoot the wooden plank for the spiked log trap to trigger. Be sneaky and plant explosives by the plank (C4, TNT, etc), then hide somewhere within sight of the trap, and detonate it when you see enemy soldiers run by.

✗ Take mines and booby traps off vehicles when you see one of your buddies about to get in. Only the person who threw them down can pick them up with the assigned "pick up item" key.

✗ N.V.A. Punji Sticks and Caltrops are extremely helpful in holding off infantry. Drop them across infantry entry points to your CP.

MOBILE SPAWN POINTS

✗ Mobile spawn points are invaluable to your team. If placed in the right spot, they can help you capture a CP quickly. The N.V.A. can do this by placing the tunnel (with the shovel engineer), or by hovering over a CP with the Mi8 cargo (and having soldiers jump out the back). The U.S. can do the same by airlifting/dropping the ammo crate or TANGO near a CP via helicopter airlift.

✗ Mobile spawn tunnels or crates may be dropped near your CP. Be sneaky and steal the N.V.A. shovel from the Engineer's Kit or a U.S. helicopter, and move the spawn point. Now your enemy will have to walk a long way to gain access to a CP or vehicle.

MAPS

✗ In "Operation Flaming Dart," be aware that you can stop aircraft from spawning by destroying their airbase guard towers (this goes for U.S. and N.V.A. airbases).



TIPS FROM TESTER SHAN SIMPSON

- ✖ If you are on the N.V.A. side with a spawn tunnel entrance, keep moving it. At least one person on your team should always use the Engineer Kit with the shovel. Never leave it in the same spot for too long. If the U.S. team pays attention, they can track the tunnel entrance and destroy it. Move it to out of the way areas, nothing too obvious. It can mean the difference between the N.V.A. winning or loosing the map.
- ✖ Always take a copilot/extra gunners in your U.S. helicopters. The helicopters can be very powerful with a good pilot, but their lethality instantly goes up with a copilot in the Cobra, Huey Assault, and the Chinook. The only way the Huey Transport can defend itself is with gunners. It is always more effective to wait for your teammates.
- ✖ Utilize the indirect fire feature of the mortar. A lot more kits have binoculars in *Battlefield Vietnam* than *Battlefield 1942*, so use them to scout for your mortar carrying engineers. The mortar is the most versatile artillery, so use it. It's not hard for an organized team to clear out an enemy Control Point from a distance, then quickly swarm it with the mortar engineers.



TIPS FROM TESTER CHRIS TOU

- ✖ The RPD (V.C./N.V.A.) and M60 (U.S.) heavy machine guns are excellent infantry-based anti-aircraft weapons, especially versus helicopters. No ZSU? No problem. Spawn in with an M60 or RPD and rip the chopper apart. Just make sure you take cover when the chopper turns to face you!
- ✖ When trying to capture a spawn point, swarm it! The more people you have within a Control Point's capture range, the faster it is capped! Load up a full Huey or Mi8 transport, fly to a Control Point, and hover in capture range for near-instantaneous captures!
- ✖ For the U.S., find and destroy those N.V.A./V.C. mobile spawns, fast! Make sure you capture the Control Points that spawn the mobile spawns too, so that it does not respawn.
- ✖ Drivers and sometimes the passengers in APCs can be killed even while in the vehicles, so be careful.
- ✖ Team up a fighter and an attack chopper. Have the fighter do area sweeps, so that enemies show up on the radar. Then have him communicate the location to a nearby attack chopper. This strategy is especially effective for the U.S., when trying to find N.V.A./V.C. tunnels.
- ✖ The helipad on top of the U.S. TANGO can repair and reload choppers.
- ✖ Watch that foliage! It can be your friend by providing you cover, but also your enemy by providing your attacker cover.
- ✖ Be careful when firing heat-seeking missiles (Cobra/F4/SA-7). They are indiscriminate, and can home in on and hit both friend and foe.
- ✖ Homing missiles can home in on both air and land vehicles.



- ✗ If you don't have a copilot in your Cobra to fire those heat-seekers for you, you can do it yourself! If you're flying high enough, and fast enough, you can switch to the copilot's position, fire the heat-seekers, then switch back to the pilot's seat and recover the chopper's controls.
- ✗ Remember that all U.S. Special Forces kits carry their own med pack. You can heal yourself or your teammates.
- ✗ Both the U.S. and N.V.A./V.C. APC (BTR-60 and M-113) and the PT-76 tank are amphibious. Use them to your advantage to sneak behind enemy lines using a river or waterway.

TIPS FROM TESTER JEFF WOOD

- ✗ Use the 3-D map to show you where your teammates are on the ground. This allows you to drop napalm with excellent accuracy and few accidental friendly fire incidents, all while providing top-notch support for your ground units; for example, if you see your teammates in a fire fight, with the 3-D map on, you can distinguish friend from foe and napalm the enemy units to help your teammates.
- ✗ Helicopter transports are one of your most powerful tools. A fully loaded Chinook, Huey Slick (transport), or Mi8 can land inside an enemy base and capture it in a matter of seconds. If you manage to take over the enemy's main base, you will radically turn the battle to your favor.

✗ The N.V.A. mobile tunnel spawn system is the N.V.A.'s great equalizer. While the U.S. has better all-around fire power, the N.V.A. can typically rely on sneakiness to win a battle. Using the N.V.A. shovel from the Engineer Kit, pick up a mobile tunnel spawn (G), make your way to a major enemy base, equip the shovel, and plant the tunnel. This allows your entire team to spawn right at the enemy base and capture it before the U.S. even realize what is going on.

✗ The U.S. mobile spawn system is a bit trickier to use, but just as effective. Since the Air Cav. crate is so large and easy to spot, you can't place it just anywhere. Dropping the crate behind walls, in ditches, behind hills, and away from active spawn points make this crate the most effective. You can't place the crate right inside an enemy base since it will be seen immediately, and destroyed just as fast.

✗ Be sure to clean out any leftover mobile spawn objects or vehicles after taking over an enemy base! If the enemy still has a spawn tunnel, crate, helicopter, or boat, they can take their base back, even after you've taken it from them! So destroy those quickly!

✗ When no copilots are available to help you fly the Cobra, make use of the copilot's heat seeker missiles by flying decently high into the air, switching to the second seat, firing off a heat seeker or two, then switching back to the pilot's seat. This allows you to utilize both the pilot's main rockets as well as the copilot's heat seeker missiles, even with just one person in the vehicle.



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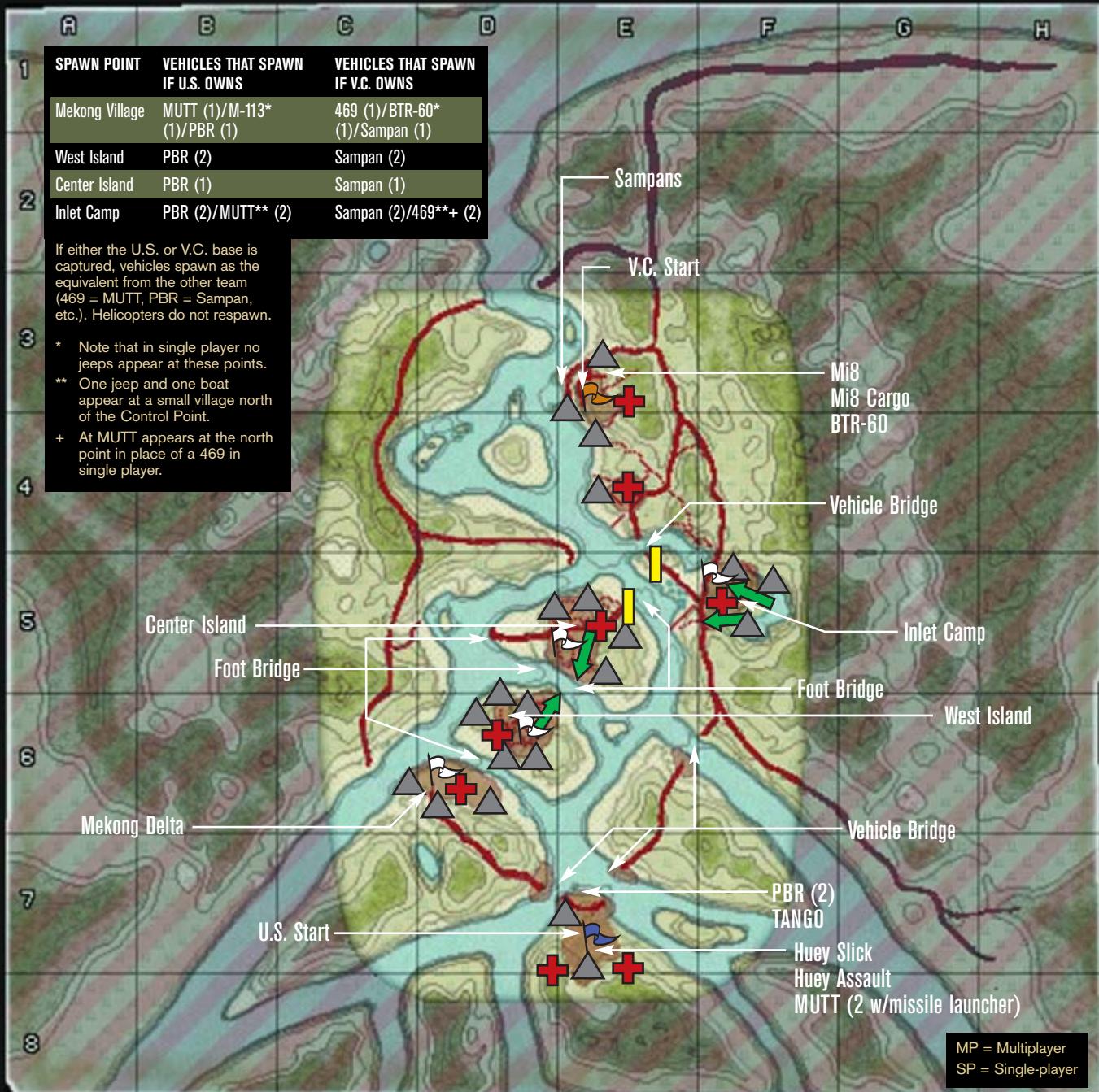
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- ✖ On air maps, disabling the enemy's airfield gives you a major advantage over your enemy. On maps with air control towers, destroying the towers destroys the enemy's ability to spawn at that location. Vehicles will no longer spawn there, and players can no longer spawn there.
- ✖ On the same note, enemies can destroy your air control towers and cripple your defenses. You can repair air control towers, so keep them in good shape if you want to win!
- ✖ Mobile spawns come in many shapes, the U.S.'s TANGO and the N.V.A.'s Mi8 Cargo are important assets to victory. Keeping the other team's mobile spawns neutralized and utilizing yours effectively is key to victory.
- ✖ As a sniper, stay mobile. Muzzle flashes are easy to spot. If you stay in the same position for more than a few kills, you'll be spotted and eliminated.
- ✖ On linear maps such as Ho Chi Minh Trail or Cambodian Incursion, don't limit yourself to the common assault path. Sneak around the side of the battle and work your way behind the enemy to capture their rear bases without firing a shot.

- ✖ As Special Forces, don't forget that you have a med pack! Use it!
- ✖ When flying, occasionally cycle through your external camera views. This gives you a good view the battlefield and helps you spot enemy aircraft before they spot you.
- ✖ Heat seekers don't discriminate, they kill teammates just as readily as they kill enemies.
- ✖ Just because you don't have a surface-to-air missile doesn't mean you can't defend against air assaults. Your machine gun or rifle does respectable damage to most air vehicles, especially jets.
- ✖ If an enemy helicopter is holding you down, grab a machine gun (M60 or RPD). Shoot at the helicopter from cover whenever it is not facing you. When the helicopter turns around to look for you, stop firing. Your muzzle flash will give away your location, and a good pilot will kill you immediately.
- ✖ Machine guns make better anti-air weapons than rockets or missiles, use them accordingly.
- ✖ Assault rifles and machine guns are the bread and butter of Vietnam.



OPERATION GAME WARDEN



January 15, 1965. Operation Game Warden and other operations like it were part of early attempts by the U.S. to help the South Vietnamese combat the movement of supplies along the Mekong Delta. The North would move supplies through Laos and Cambodia, then down the rivers near the Mekong. Operation Game Warden is a Head On Map. Each force begins with one Control Point. The force that controls the majority of Control Points causes the other team to begin a constant ticket loss.



BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE

U.S. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|--------------|------------|---|--------|
| Huey Slick | Helicopter | M60 machine guns (2) | 5 |
| Huey Assault | Helicopter | 9-shot missile launchers (2), M134 auto cannons (2), M5 40mm grenade launcher | 5 |
| M-113 | APC | Roof-mounted machine gun | 10 |
| PBR | Boat | Front- and rear-mounted machine guns | 4 |
| TANGO | Boat | 20mm cannon, machine guns (2) | 2 |
| MUTT | Jeep | Missile launcher | 10 |

U.S. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|------------------------------------|-------------------------------|---------------|--|
| Option 1 | M16, grenades | M14, torch, Claymores, wrench | M60, M79 | M40 smoke grenades, binoculars |
| Option 2 | Mossberg 500, M14, mines, grenades | M16, mortar, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

V.C. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|-----------|----------------|-----------------------------------|--------|
| Sampan | Boat | None | 3 |
| Mi8 | Helicopter | Pod-mounted missile launchers (4) | 5 |
| Mi8 Cargo | Helicopter | None | 2 |
| BTR-60 | Amphibious APC | Roof-mounted machine gun | 7 |
| 469 | Jeep | Rear deck-mounted machine gun | 11 |

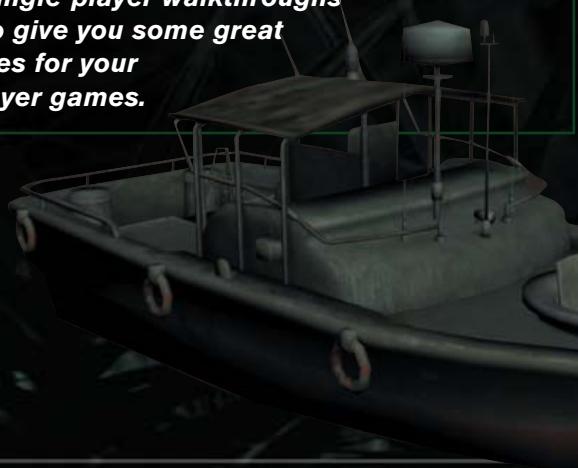
V.C. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|-------------------|--------------------------------------|---------------|---------------------------------|
| Option 1 | AKMS, grenades | MAT-49, Pungi Sticks, mortar, wrench | Type56, RPG2 | M91/30, Caltrops, binoculars |
| Option 2 | Type 53, grenades | MAT-49, shovel, landmines, wrench | SA-7, Expack | Type56 Bouncing Betty, timebomb |

TIP



These single-player walkthroughs can also give you some great strategies for your multiplayer games.



U.S. TEAM TACTICS



You begin at the southern tip of the Mekong Delta. After the Huey Slicks drop their personnel at the landing pads, you can proceed by land or water. If you'd rather ride into battle, jump in one of the two MUTTs near the landing pads. Be sure to pick up at least one soldier to man the rocket launcher. Or, you can follow the main force across the bridge.

Another choice is to board the TANGO at the dock (the northernmost spawn point) and proceed carefully to the north. If the boat leaves before you arrive, you can grab an empty PBR. This ride is faster, and dual machine guns, front and rear, are excellent against enemy troops lurking at the shoreline. However, when V.C. armored vehicles take aim as you make your way through the narrow inlets of the delta, you'll miss the 20mm cannon on the TANGO. No matter which craft you choose, don't linger in the boat when you reach shore, or you are dead meat.

TIP



After leaving the dock, bear to the right. If you take the left-hand inlet, rocks and debris will block your path.

Although it is tempting to zoom around the delta in your PBR, the V.C. are everywhere and they can easily pick you off from a bridge or hillside. Motor slowly through the inlets, stopping periodically to sweep the surrounding hills and tall grass for enemy troops.



Scan the opposite shoreline before wading across the river. You can't fire from the water, so travel unseen, or you won't survive the trip.

NOTE



As you and your squad move from island to island, the main force presses ahead, and they should acquire at least two Control Points on their own.



The bamboo towers along the river look like excellent ambush positions, but think again. If the V.C. sees you occupy a tower, you'll come under heavy fire.



A better strategy is to find an elevated position that offers a clear line of sight to the river. If you are lucky enough to catch a V.C. squad wading across, you'll score some easy kills, especially if you stay prone in the tall grass.

TIP



Standing still is an excellent way to die. If you need to pause, lay down, preferably in tall grass. Better yet, find some rocks or a structure where you can place a barrier behind you. It's much easier to respond to advancing enemies when you don't have to watch your six.

After securing the first Control Point northwest of your opening position, take a narrow plank bridge to the next Control Point. Like the first location, this one may already be in U.S. hands by the time you arrive. Look for a north-facing bunker that provides an excellent (and protected) view of the river and opposite hillside. You've had an easy time up to now, but you can expect heavy V.C. activity as you move to the north.



After scanning the shoreline and hills, go across the bridge or ford the river. The V.C. like to patrol the shoreline with a 469 and plenty of infantry support, so get ready to hit the ground. Just north of the bridge you'll find a smoldering helicopter wreck. Use it for cover as you scan the Control Point for V.C. before proceeding. This center island is critical to controlling the delta. Monitor this island throughout the battle, returning to defend it if necessary.



BATTLEFIELD VIETNAM™

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Another plank bridge on the left will take you across the river to the east. Watch for concealed ground troops and enemy helicopter fire as you cross the river, continue through the rice paddies, and approach the Control Point.



The main V.C. Control Point is at the northern edge of the map. It is surrounded by jungle, which is at the same time a danger and an ally. A MUTT or 469 will get you there very quickly via the road, but you may run into an ambush. Drive carefully to the outskirts of the base, and then approach on foot. Watch for V.C. on the outskirts of the buildings.

CAUTION



Enemy soldiers bail out of disabled helicopters, and they like to fire at you on the way down, so don't lose track of the parachutes. When an enemy lands, you'll have a second or two to take him out before he can aim his weapon.

CAUTION



Watch out for helicopters taking off from the V.C. base as you approach.

Gather your troops and wade across the river to the northeast (or take the bridge if the area is clear). It is important to occupy this Control Point, because the main V.C. camp is just to the north. Look for a vicious counterattack from the hills to the west, and from circling helicopters, as the V.C. try to retake the Control Point. Don't move on until you clear the hillside of V.C. snipers, or your trip north will end before it begins.



The V.C. will likely recapture one or more of the southern Control Points during your push to the north, so the battle is not over when you capture the northern Control Point. Load up a BTR-60 and go back to the south, where you'll encounter heavy V.C. activity. If you keep the V.C. from getting a foothold in the center of the map, you will eventually win.



V.C. TEAM TACTICS

When commanding the V.C., work your way from north to south, and time is of the essence. Unlike the armed watercraft available to U.S. troops, you have the Sampans or the BTR-60 with which to navigate the Mekong Delta. The BTR-60 is available at the main V.C. base. This is the best way to navigate the river.



Quickly move to the east before the U.S. troops arrive in force in the center of the map. When you see a U.S. squad approaching, find a concealed spot in the grass and stay prone. Let the enemies come to you, rather than trying to slug it out in the open.



TIP



You can also parachute in, but be careful not to outdistance your main force, or you may find yourself in the middle of a U.S. squad.



Your best strategy is to use the cover of the jungle as you move south with the main force toward the center island. You can take this Control Point without a fight, and hook up with a BTR-60 or 469.

TIP



The standard issue V.C. AK47 has a slower rate of fire and is less accurate than the M16, so swap packs with a departed U.S. soldier. If you want more firepower, look for an M60.



If you reach the center island with a small squad in tow, you have an excellent, elevated sight line to the next island (D, 5). Use the bunker for cover as you pick off the U.S. troops trying to get across the river.



Follow the bridges to the main U.S. base and occupy the Control Point. V.C. helicopters can land while the base is under your control. You can find a MUTT if you quickly traverse the jungle, but watch out for enemy soldiers carrying rocket launchers.

TIP



If you die repeatedly in your attempts to reach the main U.S. base, load up a helicopter and parachute in south of the base, then work your way back to the north.

BATTLEFIELD VIETNAM™

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After occupying the main U.S. base, concentrate on getting your armor deep into U.S.-occupied areas. Look for a BTR-60 and take advantage of its ability to move back and forth across the delta. When fully loaded with four soldiers, this vehicle cuts through ground troops like butter. However, its armor is thin, so watch out for U.S. soldiers toting rocket launchers. With your helicopters operating from the south, and armor controlling the middle of the map, victory is inevitable.



Use the eastern and western paths to move north and south across the map, staying away from the center island. There are elevated positions on the island, and on the surrounding shores, where enemy troops can ambush your team.

V.C. TEAM



You can inflict serious damage against U.S. troops by monitoring the rivers from elevated positions. Watch for U.S. squads coming across the river (they can't fire while in the water).

With only Sampans to navigate the delta, you must use helicopters to deploy soldiers quickly to the center island where you can control the movement of the U.S. troops to the north. On the ground, use BTR-60s to move quickly from island to island.



MULTIPLAYER TIPS



Lead Designer Tip

Organization is the key to victory. Coordinate attacks and defenses.

Make sure you keep an eye on the main base. Losing control of the main base will allow the opposing team to control the skies.

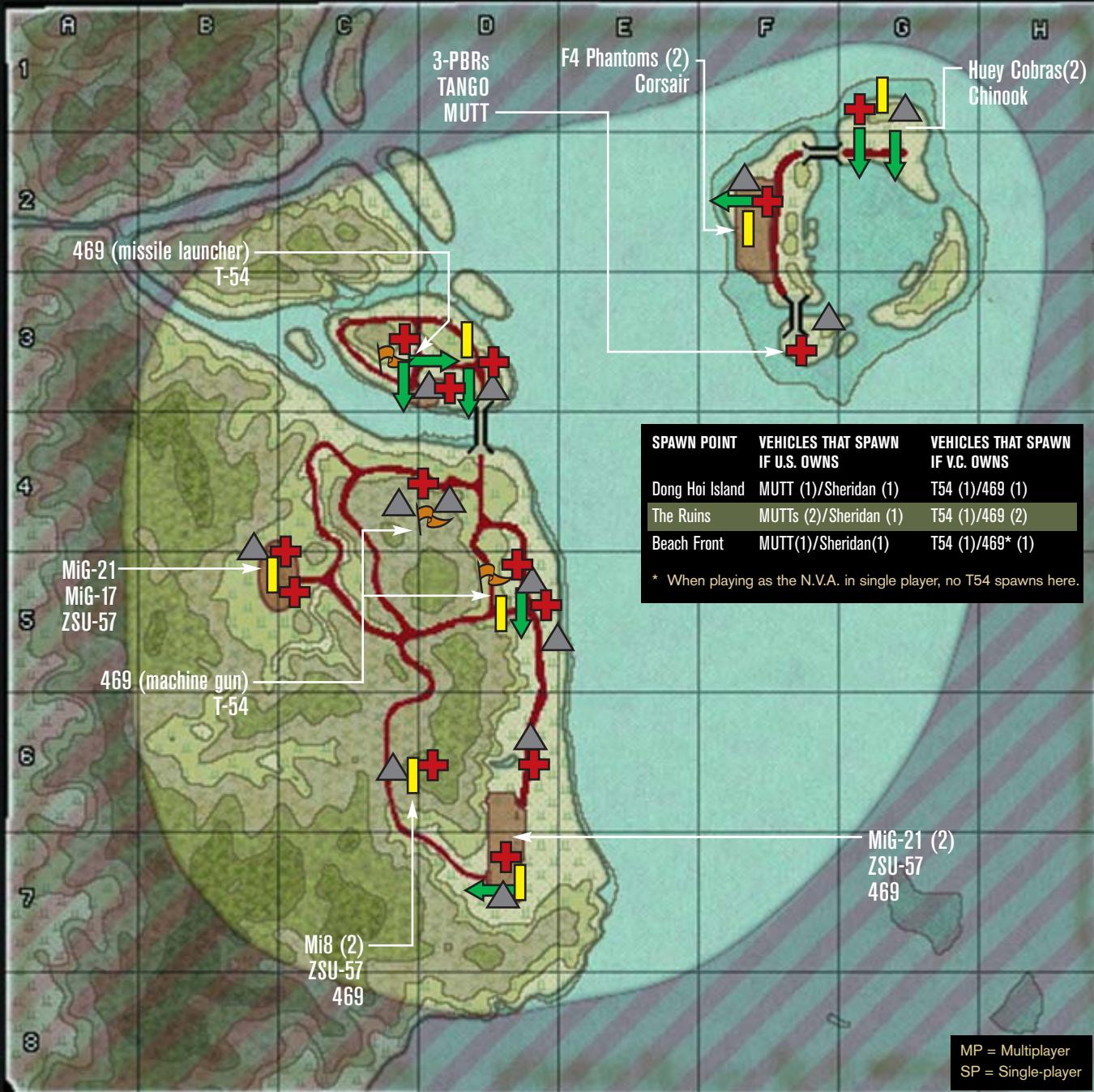
—AJ Marini

U.S. TEAM



If you move carefully through the delta, the PBR is very effective at clearing out the shoreline and hillsides of V.C., in advance of your ground troops.

OPERATION FLAMING DART



February 7, 1965. After attacks on U.S. bases, President Johnson orders airstrikes against barracks near Dong Hoi. Operation Flaming Dart I and Flaming Dart II were meant as a message to the North to cease hostilities in the South. In February of 1965, the U.S. Airforce and Vietnam Air Force dropped 25 tons in 30 minutes. Operation Flaming Dart is a Mission Map. Airbases cannot be captured. Teams can eliminate the usefulness of an airbase by destroying its control tower. Once a control tower is destroyed, it does not return, thereby eliminating the resupply of vehicles and soldiers at those bases. The team that controls the majority of active Control Points on the map causes the opposing team to lose tickets.

- ▲ Ammo
- Bunker
- ✚ Health Kit
- ▬ Tower
- ▬ N.V.A. Control Point

BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE

U.S. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|-------------------------|------------|--|--------|
| Huey Cobra | Helicopter | Heat-seeking rocket pods (2), missile pods (2), nose-mounted auto cannon | 3 |
| Chinook | Helicopter | M60 machine guns (2 door mounted, 1 ramp mounted) | 3 |
| A7 Corsair | Jet | Auto cannon, bombs | 3 |
| F4 Phantom | Jet | Heat-seeking missiles (12), napalm bombs (5) | 4 |
| PBR (river patrol boat) | Boat | Front- and rear-mounted machine guns | 4 |
| TANGO | Boat | 20mm cannon, machine guns (2) | 2 |
| MUTT | Jeep | Missile launch pod | 12 |
| Sheridan | Tank | 152mm main gun, 7.62mm coaxial machine gun | 8 |
| M-113 | APC | Roof-mounted machine gun | 10 |

U.S. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|------------------|----------------------------|---------------|--|
| Option 1 | CAR 15, grenades | M14, mines, mortar, wrench | M60, M79 | M21 smoke grenades, binoculars |
| Option 2 | M16, grenades | M14, torch, C4, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|---------|--------------------|---|--------|
| Mi8 | Helicopter | pod-mounted missile launchers (4) | 5 |
| MiG 21 | Jet | Machine guns, conventional missiles | 2 |
| MiG 17 | Jet | Machine guns, conventional bombs | 3 |
| T-54 | Tank | 100mm main gun, coaxial machine gun, roof-mounted machine gun | 6 |
| ZSU-57 | Anti-aircraft tank | 2-57mm flak guns | 5 |
| 469 | Jeep | Rear deck-mounted machine gun or missile launcher | 11 |

N.V.A. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------|-----------------------------------|---------------|------------------------------------|
| Option 1 | AK47, grenades | MAT49, booby trap, mortar, wrench | Type56, RPG7V | SVD, Caltrops, binoculars |
| Option 2 | RPD, grenades | MAT49, mines, shovel, wrench | SA-7, Expack | Type56, Bouncing Betty, binoculars |

U.S. TEAM TACTICS



U.S. forces are based on an island in the Gulf of Tonkin, east of Dong Hoi. Dong Hoi is an enemy base attached to the mainland by a bridge. The N.V.A. operates four more bases on the mainland, including two airfields. As the mission begins, the sky is filled with MiG-17s and MiG-20s, and you can spend hours in air-to-air combat. A better strategy is to take off in an F4 Phantom or A7 Corsair, and fly several loops around the six bases. Three of the bases are captureable. Only the non-capturable air bases have destroyable command towers. Your goal is to destroy the towers (one at each non-capturable base), which stops enemy vehicles and troops from spawning.

You should spend the early part of this mission in the air, gunning for the towers along with N.V.A. troops and vehicles. However, you'll need to land and direct your ground forces to take the Control Points.



Remember, you cannot capture the air bases, only the Control Points: at **C,3**; **D,4**; and **D,5**.



Although the towers are your main target, watch for gray MiGs cutting across your path. You should get some easy kills.



Keep pounding the N.V.A. bases from the sky and your ground troops have an easy time taking over the Control Points. After the towers are gone, it is only a matter of time before you complete an impressive victory.

TIP



Fly south to the end of the active battle area, then turn north, cruising low along the beach. Concentrate on the towers first. When they are gone, make another pass or two, looking for N.V.A. T-54 tanks. They are devastating to your ground forces, and if you clear the beach, the PBR and TANGO landings go smoothly.



If you invade by land, make four or five passes in your F4, knocking out the towers near the beach (see the previous tip). When the beaches are quiet, land in a PBR and gather a squad (Recon, Assault, and Heavy Assault) before moving east into the jungle.



The N.V.A. tanks cut your men to pieces if you meander up the road into the jungle. Find cover at the beach and look for T-54s lurking behind buildings or around the bend in the road. Do not venture out until you clear the area of enemy armor. If you don't have a rocket launcher or a friendly tank nearby, use your binoculars to call for artillery, or toss a few grenades.



When the beach is secure and you occupy the Control Point, you'll have a tank at your disposal. If you approach the airfield at the southern tip of the map, stay to the right and use the beach huts to shield your movement. If the airfield is still spawning vehicles, you can expect a ZSU-57 and/or 469 to have you in their sights long before you have a clear shot. When you reach the airfield, go full throttle and stay to the right as you swing your turret to get a shot. When the threat is neutralized, take out the tower to silence the base for good.



The base to the west (C,6) is best approached from the hilly jungle to the west. After using up your bullets and bombs, parachute in and come up behind the barracks. Peek around the corner to find targets everywhere, including N.V.A. soldiers pouring out of the bunker on the left and a 469 with a missile launcher. Be patient and you can pick off a load of N.V.A. until the area is clear. Keep in mind that until the tower comes down, the base is still spawning. While you're shooting, Mi8s are taking off and ZSU-57s are dropping in. When the field is clear, race to an empty tank and use it to blow up the tower, if it is still standing (it takes several direct hits).



Follow the road north and west to reach the MiG airbase. Another ZSU-57 stands guard, so use the trees and hills to shield your approach. If you hide behind a tree in the valley just northwest of the base, you can shoot down low-flying helicopters with your M60.

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Successfully defending the Control Points guarantees victory. You have T-54 tanks at each location, and they are the keys to your ground defenses.



Cut across two roads to reach a Control Point south of the bridge. When the area is secure, jump in the T-54 and rumble across the bridge to the final base. By now, the N.V.A. tickets are dropping fast. If this last Control Point is still in the hands of the N.V.A., spawn at the U.S. airbase, where you can take an F4 for a few passes to soften up the remaining armor. If you can take out the final tower, occupying the base is a snap. Conquering this mission on the ground takes more time and effort, but your victory is that much sweeter.



If you must retreat into the hills, there are numerous ambush opportunities behind the stone walls that surround the camp.

N.V.A. TEAM



The island base is the easiest to defend, with reinforced bunkers facing south across the bridge and east out to sea.

Defend your beaches! The same difficulties you experienced commanding the U.S. team serve to your advantage with the N.V.A. Begin this mission in the air, using your MiGs to strafe incoming landing craft and knock down U.S. helicopters and jets. The MiG is maneuverable, and you can disrupt the initial air attack.



Don't forget to keep your MiGs in the air, especially when the U.S. forces land on the beach and grab the Control Points. Bomb the bases, then follow up your attack quickly with ground troops to retake these key bases.

Eventually, the U.S. forces fall to your repeated counter-attacks, and you hold out for the victory.



We recommend a balanced defense, alternating between managing your ground forces and patrolling the skies. U.S. fighter planes are very adept at targeting your armor, so it is imperative to keep moving when you are buttoned into a tank. Don't sit in plain view on the beach. Stay alive by playing hide-and-seek on the jungle roads and behind trees.

MULTIPLAYER TIPS**U.S. TEAM**

After bombing and strafing the Control Points, you can parachute safely into the hills (**B,6 and B,5**), then recon the bases from cover to choose your attack route.

**Lead Designer Tip**

Infiltrate the ground bases. Consistent control over the three central bases means victory.

—AJ Marini



The island base to the north is a fortress. Attackers must advance across the bridge or land on the beaches, all of which are easily defended. If you must retreat, this is the place to make your stand.

N.V.A. TEAM

Make the beaches a living hell for the U.S. team. You can inflict heavy losses here if you hide your tanks and bring them out during enemy landings.



Use the buildings, ruins, and bunkers at the interior bases to ambush enemy troops.



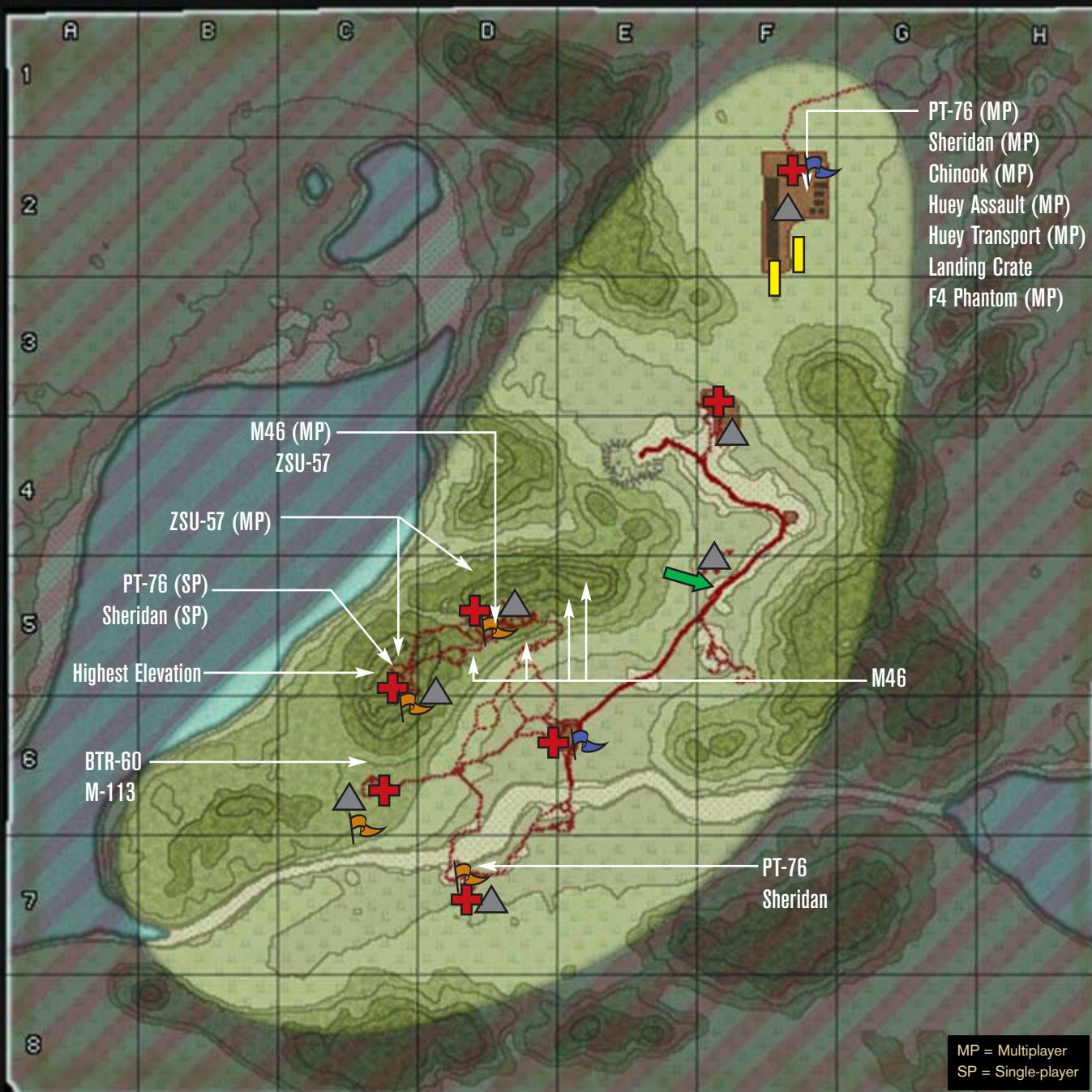
The southern airfield is easy to defend with a long open stretch of beach to the north. Use your ZSU-57 to bring down enemy aircraft. If you position troops and/or vehicles west of the northern end of the runway, you can also protect the inland base to the west.

**Lead Designer Tip**

The control towers allow player and vehicle spawning at the bases. Destroy the towers and the vehicle and player spawning at that location ceases.

—AJ Marini

THE LA DRANG VALLEY



November 14, 1965. The Battle for the Ia Drang Valley is the true first battle of the war. Until this point in time, altercations and hostilities were launched in secrecy from either side, with the enemy having little chance for defense. The Ia Drang Valley is an Assault Map. The U.S. forces begin with a constant ticket loss. Stop this loss by neutralizing and/or capturing an enemy Control Point. The North Vietnamese Army (N.V.A.) forces begin the map with four Control Points. The N.V.A. will begin to lose tickets constantly if all but one Control Point is captured.



U.S. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|--------------------|---------------------------------|---|--------|
| Huey Slick | Helicopter | M60 machine guns (2) | 5 |
| Huey Assault | Helicopter | 9-shot missile launchers (2), M134 auto-cannons (2), M5 40mm grenade launcher | 4 |
| Chinook | Helicopter | M60 machine guns (3; 2 door mounted, 1 ramp mounted) | 2 |
| F4 Phantom | Jet | Heat-seeking missiles (12), napalm bombs (5) | 4 |
| Sheridan | Tank | 152mm main gun, 7.62mm coaxial machine gun | 7 |
| M-113 | APC (Armored Personnel Carrier) | Roof-mounted machine gun | 10 |
| Landing zone crate | - | - | 3 |

U.S. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|------------------------|-------------------------------|---------------------------------------|--|
| Option 1 | M16, grenades | M14, torch, claymores, wrench | M60, M79 | M21, smoke grenades, binoculars |
| Option 2 | Mossberg 500, grenades | M14, torch, mortar, wrench | M60, L.A.W. (Light Anti-Armor Weapon) | M16 Sniper, smoke grenades, binoculars |

N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|---------|--------------------|--|--------|
| M46 | Artillery cannon | 130mm gun | 6 |
| PT-76 | Amphibious tank | 76mm main gun, coaxial machine gun, roof-mounted machine gun | 8 |
| BTR-60 | Amphibious APC | Roof-mounted machine gun | 6 |
| ZSU-57 | Anti-aircraft tank | 57mm flak guns (2) | 5 |

N.V.A. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------|----------------------------------|-------------------------|-----------------------------------|
| Option 1 | AK47, grenades | MAT49 booby trap, mortar, wrench | Type56-RPG7V, SA7 Expak | SVD-Caltrops, binoculars |
| Option 2 | RPD, grenades | MAT49, mines, shovel, wrench | M60, L.A.W. | Type56 Bouncing Betty, binoculars |

U.S. TEAM TACTICS

The U.S. base is tucked in the map's northeast corner. You have two choices for joining the fight: You can leave via F4 Phantom or helicopter and fly into the hot zone, or you can begin at the second U.S. Control Point in the middle of the valley. If you leave by air, it is critical to support your ground troops by sweeping over the N.V.A. Control Points, taking out as many soldiers as possible. The F4's napalm bombs are the most productive weapon for this task.



If you float into the valley on a Huey or Chinook, watch out for the two ZSU-57 flak tanks on the hilltop, west of the valley (near the artillery emplacements). All of the helicopters have machine guns, but the Huey Assault is the only vehicle with missiles, so this is the most effective option for taking out enemy armor.



A good argument for leaving from the valley Control Point is the close proximity to four enemy bases. Capturing an N.V.A. Control Point is the only way to halt the constant ticket loss that hits the U.S. side from the start. Armed with a sniper rifle, move north from the Control Point to the northernmost enemy base. Snipe the artillery gunners and then move in to capture the Control Point. You might find an empty ZSU-57 flak gun, which is invaluable as you move across the hilltop.



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Proceed to the southwest and take out the next enemy Control Point. There is little cover here, so carefully approach the base. Use your sniper rifle to clear enemies from a safe distance before occupying the Control Point. Look for a flood of U.S. troops and gather them with the Follow [F4] command before proceeding to the next Control Point (with more U.S. troops around you, it takes less time to take over a Control Point). Enemy armor is a problem for the remainder of the mission, so select a heavy assault kit before the next spawn (or forage for similar weapons).

NOTE

When using the Follow command, you must have the target soldier in your crosshairs, and you must be relatively close. If a soldier joins your squad, his name flashes and you receive a positive response (some soldiers refuse to follow, but don't take it personally).

If you have a rocket launcher, look for the ZSU-57s and BTR-60 roaming the valley. You'll also encounter a PT-76 at or near the extreme southern Control Point.



By the time you occupy the southernmost base, you should have all but one enemy Control Point, which triggers the



constant ticket loss for the N.V.A. However, enemy troops pour into the valley, and you need a sizable squad to turn back their counterattacks as they attempt to retake the Control Points.

TIP

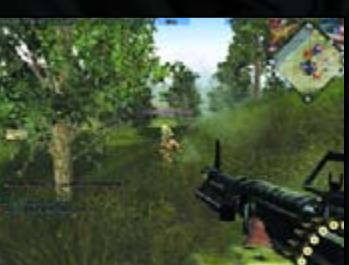
If your flight skills are sharp, this is a good time to spawn at the main base. Take off in the F4 and lay napalm where the enemy counterattacks are the heaviest. However, don't spend too much time in the air, especially if the N.V.A. reacquires a Control Point.



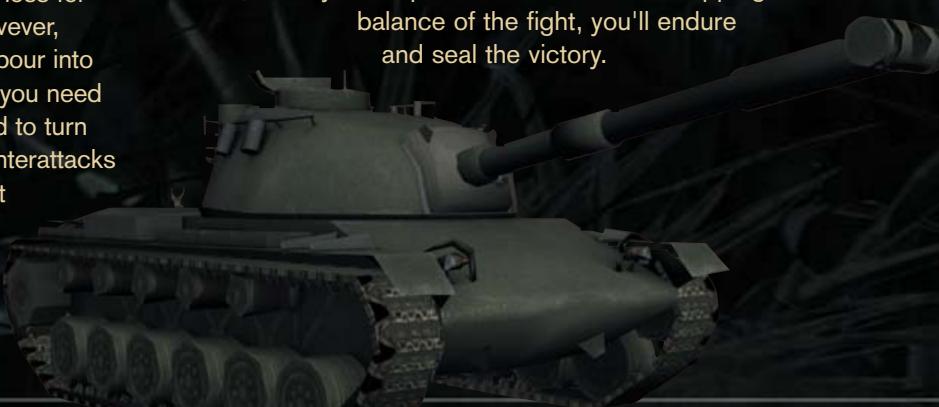
N.V.A. tanks can easily put an end to your victory push. You must find covered positions above or below the enemy tanks and use your rocket launcher to take them out. If you get caught without a rocket launcher, call in artillery.

TIP

Watch the barrel of an enemy tank. If you can stay out of its range of elevation, you can take your time and line up a kill shot. If you end up face to face with an N.V.A. tank, don't panic. You can run faster than the tank can turn. If you lack a rocket launcher, you can still destroy a tank with two well-placed grenades.



Now it's a question of holding off repeated N.V.A. counterattacks. Armor and massed infantry are your biggest threats, so carry a heavy assault kit. The end of this mission is intense, but if you keep the N.V.A. armor from tipping the balance of the fight, you'll endure and seal the victory.



N.V.A. TEAM TACTICS



As the battle begins, you are in firm control of the valley, with four Control Points. You can inflict immediate casualties on the advancing U.S. troops by manning the M-46 artillery cannons at your northernmost Control

Point. Move from gun to gun and sweep the area around the U.S. Control Point in the valley's center. Watch the enemy counter. When it starts dropping rapidly, focus your fire until the numbers hold steady, and then move slightly to either side, looking for another "sweet spot."

When the U.S. troops arrive in the valley and begin pushing to the southwest, take up positions on the hill. Assemble a squad with snipers and at least one RPG, and then target the unprotected troops as they make their way across the sand.



When the U.S. armor arrives on the scene, find a PT-76 and keep the enemy tanks from advancing up the hill. The U.S. will capture some Control Points, but you can take them back, especially if you keep the U.S. armor from securing the hilltop near your artillery.



You have the high ground at the beginning of this battle, and you don't want to give it up. If you lose one of the three Control Points along the valley's eastern side, take it back immediately. It is imperative that you keep the U.S. from occupying the entire hillside, or victory will slip from your grasp.



Periodically return to your artillery and rain down fire on the original U.S. Control Point. This is especially important early in the game before the U.S. troops grab additional Control Points in the valley. The artillery is also capable of bringing down a low-flying enemy helicopter or jet, so don't pass up an easy shot.



Aside from its main function of bringing down enemy aircraft, the ZSU-57 is great for mowing down enemy ground troops. It turns on a dime, which is an important attribute in the trees on the hillside. Try your best to avoid the U.S. tanks, but you can still take them out with a flank attack. The key to surviving in this vehicle is to keep your foot on the gas and weave from side to side. Just be careful when driving over the trenches near your artillery, or the ZSU-57 might turn into a turtle.



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CAUTION



Have a gunner accompanying you in the ZSU-57, so you don't have to stop and shoot when enemy aircraft fly overhead.

If you keep reclaiming lost Control Points on the hillside, you'll outlast the U.S. troops and win the battle. This is a challenging fight, but controlling the high ground from the outset makes it considerably easier than leading the U.S. team into the Ia Drang Valley.



N.V.A. TEAM



Lead Designer Tip

As the N.V.A., don't be too reactionary. Maintain control over your points and don't get drawn into a battle too easily. A lapse in defense will allow the U.S. to swiftly win the map.

—AJ Marini



Protect your artillery so that you can keep up a steady barrage on the valley U.S. Control Point throughout the game.



Use your elevated vantage points on the hilltop to intercept U.S. troops as they advance across the valley floor below. Assemble a squad equipped with sniper rifles to target enemy infantry and RPGs for armored vehicles.

MULTIPLAYER TIPS U.S. TEAM



Lead Designer Tip

As the U.S., use Napalm to eliminate ground troops defending a base. A successful drop over a CP will soften the defenses enough to allow for an easier attack.

—AJ Marini



Use the F4 and helicopters to soften up the hilltop N.V.A. Control Points before entering the valley.



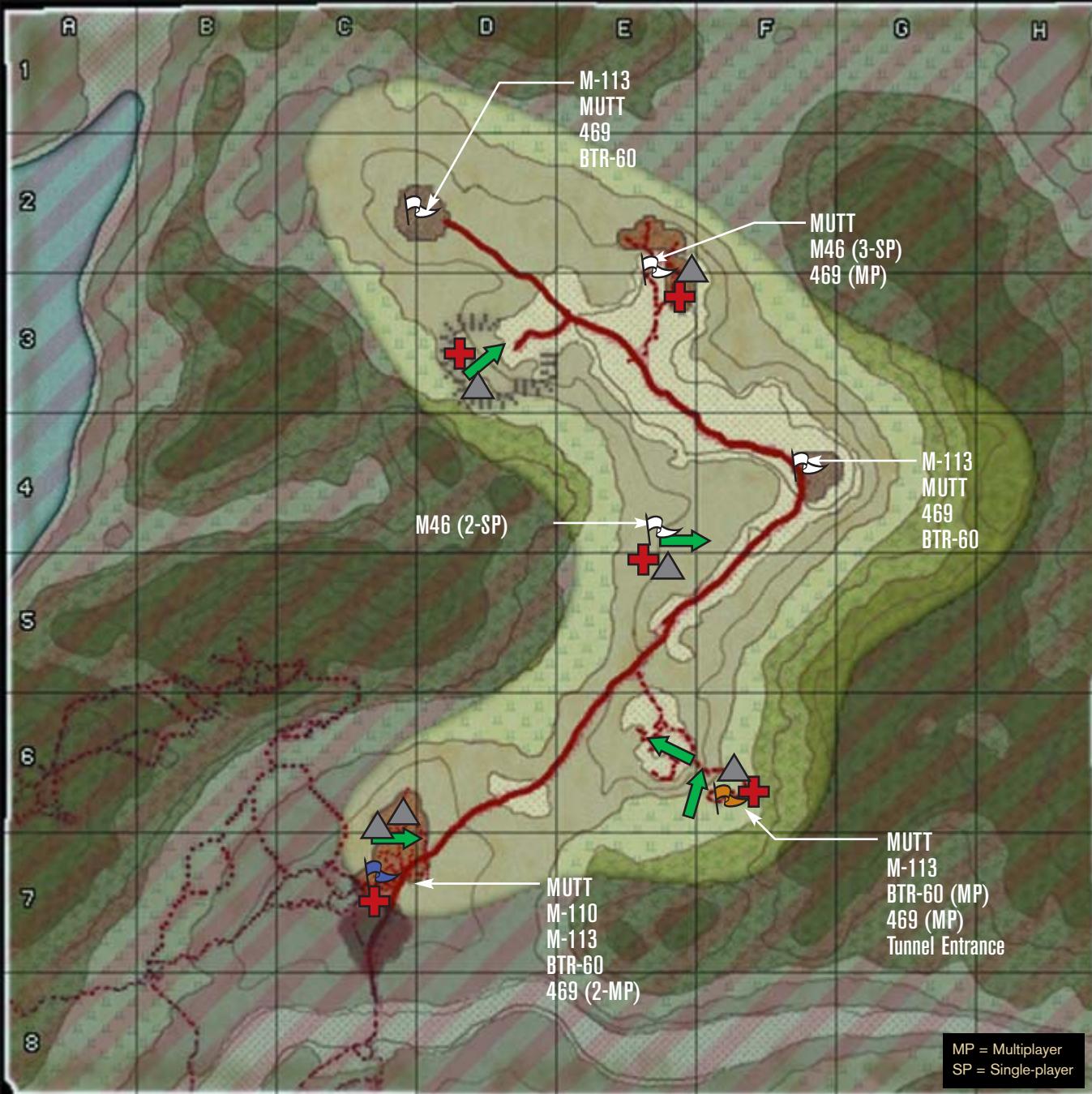
When U.S. troops enter a hilltop Control Point, don't try to shoot it out on foot. Use an armored vehicle so that you can move quickly from one fight to another, spraying enemy troops with machine-gun fire or simply running them over. After turning back the assault, you can resume sniping from the hilltop.



Rather than climb straight up the hill from various points in the valley (where your advances are in full view), work your way to the north, climb the hill, and then sweep back to the southwest along the hill's top, thereby taking away the height advantage.



LANDING ZONE ALBANY



November 17, 1965. Following the battle of The Ia Drang Valley, men from the 7th cavalry were sent to secure Landing Zone Albany. It is here that the U.S. realizes the true resolve of the N.V.A. Elements of the 33rd N.V.A. waited as the Americans moved to their destination where they were ambushed. The U.S. suffered heavy losses. LZ Albany is a Mission Map. Controlling some points cause spawn locations to appear for the opposing team. A team must win through attrition. Holding a majority of Control Points causes the opposing team to bleed.

- ▲ Ammo
- Bunker
- ✚ Tower
- 旗帜 Control Point
- 旗帜 N.V.A. Control Point
- 旗帜 U.S. Control Point

BATTLEFIELD VIETNAM

PRIMA'S OFFICIAL STRATEGY GUIDE

U.S. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|---------|---------------------------------|--------------------------|--------|
| M-110 | Self-propelled artillery cannon | 8" howitzer cannon | 4 |
| MUTT | Jeep | Missile launch pod | 10 |
| M-113 | APC | Roof-mounted machine gun | 11 |



The M-113s move you up and down the valley with speed, but they are vulnerable to N.V.A. soldiers with RPGs, who are seemingly behind every tree.

U.S. KITS

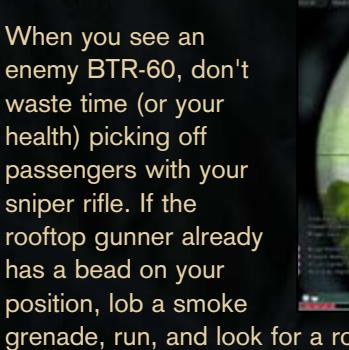
| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|------------------------|-------------------------------|---------------|--|
| Option 1 | M16, grenades | M14, torch, Claymores, wrench | M60, M79 | M21, smoke grenades, binoculars |
| Option 2 | Mossberg 500, grenades | M14, mines, mortar, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |



As you move through the trees, find what little cover is available, and use your sniper rifle to pick off enemy Heavy Assault squads before they can blast your armored vehicles.

N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|---------|------------------|--|--------|
| M46 | Artillery cannon | 130mm gun | 6 |
| BTR-60 | Amphibious APC | Roof-mounted machine gun | 7 |
| 469 | Jeep | Rear-mounted machine gun or missile launcher | 11 |

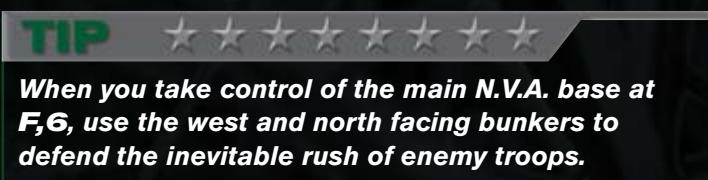


When you see an enemy BTR-60, don't waste time (or your health) picking off passengers with your sniper rifle. If the rooftop gunner already has a bead on your position, lob a smoke grenade, run, and look for a rocket launcher.

U.S. TEAM TACTICS



The N.V.A. are everywhere in this mission, and victory depends on your ability to capture and defend as many bases as possible. The map is expansive, but there is very little cover near the main roads. Arm your soldier with a Recon Kit, then add Assault and Heavy Assault troops to your squad. Hang back and support your advancing forces by sniping enemy targets as quickly as you can fire.



TIP ★ ★ ★ ★ ★
When you take control of the main N.V.A. base at F6, use the west and north facing bunkers to defend the inevitable rush of enemy troops.

Take out all enemy artillery gunners. They don't fire back, and depending on where the enemy troops are located, you may be able to use the gun immediately.



While tucked inside your M-113, you must be on a constant watch for 469s armed with mounted machine guns, because they zoom all over the battlefield. But, don't hesitate to ram and jam a regular 469. You can push it all over the battlefield, and eventually your machine gunner blows it away.



Don't forget that the soldiers inside your M-113 are only passengers. If you lack a rooftop gunner, find an elevated position near the battle, take over the machine gun, and wail away. However, don't stay in one spot for long, especially if enemy RPGs or rocket launchers are in the vicinity.

N.V.A. soldiers like to hide inside the house at **E,3**.

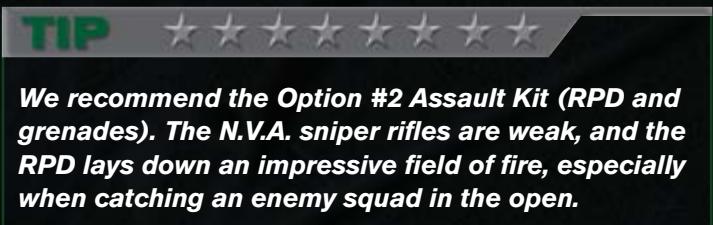


Retaking the Control Point at **F,4** is extremely difficult, especially when the N.V.A. takes up residence in force. Your best approach is from the southwest, where you have the high ground. Despite their numbers, you can defeat the N.V.A. in Landing Zone Albany by maintaining control of at least four Control Points, at which time the enemy tickets drop rapidly.

N.V.A. TEAM TACTICS



As the battle begins, your soldiers fan out to the north and immediately take the Control Point at **E,4**. Join the force and you can also move quickly to occupy **F,4**. These are the first steps in isolating the U.S. troops in the south.



The bunkers at your original base (**F,6**) offer excellent coverage of the terrain below. You survive longer by stepping back and at either side of the opening.



Move quickly to secure the Control Points north of your original base. Gather your forces to attack the original U.S. base. Most of the enemy troops are in the field, so you can take the base without a fight. Grab the vacant M-113, fill it with soldiers, then hit the road to the north, where you can retake any Control Points lost during your absence.



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Be aware of the Landing Zone Crate that appears in **F,5**, just north of your original base. This produces a steady flow of U.S. soldiers late in the game, so shadow the crate and extract some losses before the U.S. forces get too large to handle. The bunker at **E,4** provides a good sight line to the Landing Zone Crate, along with protection.



U.S. reinforcements turn the tide of a lopsided battle, unless you make a stand in the middle of the map. Do not allow the U.S. to sweep to the north, or a sure victory slips from your grasp. Find cover in the trees and keep the enemy forces from moving past the bend in the road. Maintain the majority of the Control Points and you outlast the U.S. forces.

MULTIPLAYER TIPS

U.S. TEAM



Lead Designer Tip

As the U.S., capturing bases opens more opportunities for the N.V.A. to spawn. Make control of bases the number one priority. Sight lines are long and clear. Snipers are very effective at keeping tabs from long range.

—AJ Marini

The N.V.A. spawns in great numbers on this map, and you find yourself in a firefight against six or seven targets. Stay low in the tall grass, or near a tree. Use short bursts at



each target to keep your accuracy high and to conserve ammunition. This is especially important late in the game, when you need to outlast your opponent.



The ability of your sniper can make or break this battle. Very often, a single, concealed enemy soldier can protect an entire Control Point. Find your target, take the shot, and move to another cover position. Do not stay in one spot for long, and never forget that you are carrying a single-shot weapon. If you are overwhelmed by multiple targets, your only choice is to run. Don't forget to snipe vehicle drivers and gunners, because your troops in the area quickly commandeer a vacant vehicle.

N.V.A. TEAM



Lead Designer Tip

As the U.S., capturing bases opens more opportunities for the N.V.A. to spawn. Make control of bases the number one priority. Sight lines are long and clear. Snipers are very effective at keeping tabs from long range.

—AJ Marini

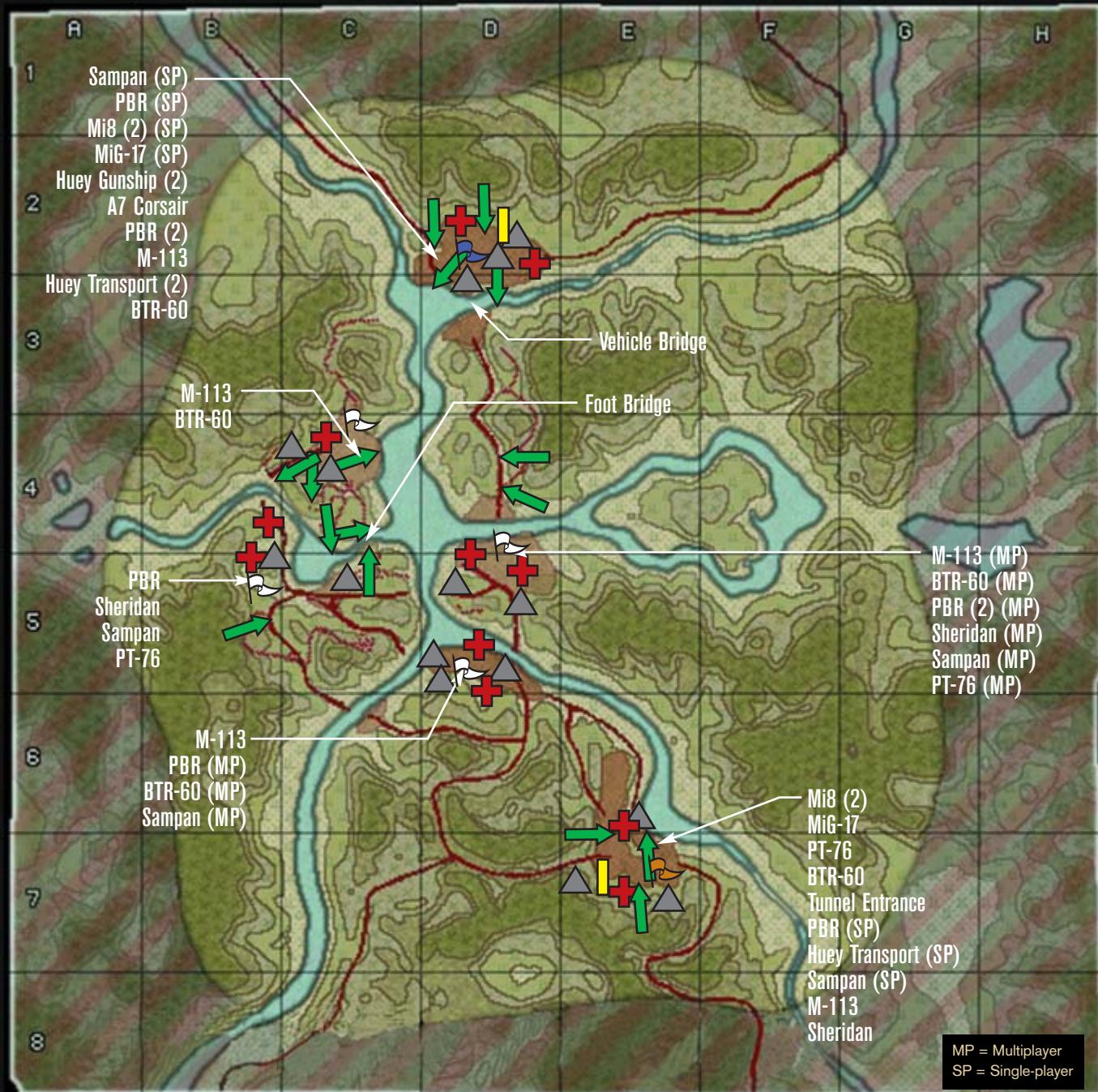


If the U.S. team takes over the Control Point at **E,5**, focus your efforts on capturing the main U.S. base at **C,7**. After occupying the Control Point, train the M-110 on the enemy, then recapture the base.

After you locate a Landing Zone Crate, keep it in your sights, so that you can monitor (and stem) the flow of reinforcements.



OPERATION HASTINGS



July 18, 1966. Operation Hastings was the largest combined operation in the war to date. Elements of the U.S. Marine Corp, the South Vietnamese, and the Republic of Vietnam participated in one of the first "Search and Destroy" missions of the war. Operation Hastings is a Head On Map. Each force begins with one Control Point. The force that controls the majority of the Control Points causes the other team to lose tickets.

BATTLEFIELD VIETNAM

PRIMA'S OFFICIAL STRATEGY GUIDE

U.S. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|--------------------------------|------------|--|--------|
| Huey Slick | Helicopter | Internal M60 machine guns (2) | 5 |
| Huey Assault | Helicopter | 9-shot missile launchers (2), M134 auto cannons (1), M5 40mm nose-mounted grenade launcher | 5 |
| A7 Corsair | Jet | Auto cannon, bombs | 3 |
| PBR | Boat | Front- and rear-mounted machine guns | 4 |
| Sheridan (multiplayer only) | Tank | 152mm main gun, 7.62mm coaxial machine gun | 8 |
| M-113 | APC | Roof-mounted machine gun | 10 |

clustered together, including bases at **C,4** and **B,5** that face each other across the river. Target these two bases first. Load a Huey with a full squad, strafe the ground for approaching N.V.A. troops, and drop into the jungle near the bases.



If you don't want to engage the enemy until you occupy your first base, take a PBR south to **C,4** and grab the Control Point.

U.S. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|------------------------|-------------------------------|---------------|--|
| Option 1 | M16, grenades | M14, torch, Claymores, wrench | M60, M79 | M40 smoke grenades, binoculars |
| Option 2 | Mossberg 500, grenades | M14, mines, mortar, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

After taking over the Control Points at **C,4** and **B,5**, you can expect a ferocious attack from the N.V.A., as they converge on the valley from their two bases across the river to the east (**D,5**). This is a good time to spawn at your original base and grab a Corsair or Huey Assault to lend some air support.



N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|--------------------|-----------------|--|--------|
| Mi8 | Helicopter | pod-mounted missile launchers (4) | 5 |
| MiG 17 | Jet | Machine guns, conventional bombs | 3 |
| BM21 | Truck | Missile launchers | 6 |
| (multiplayer only) | | | |
| PT-76 | Amphibious tank | 76mm main gun, coaxial machine gun, roof-mounted machine gun | 8 |
| BTR-60 | Amphibious APC | Roof-mounted machine gun | 7 |



N.V.A. KITS

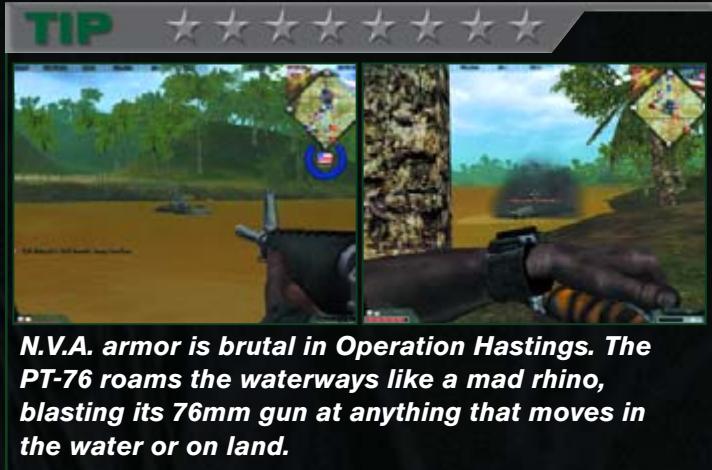
| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------|-----------------------------------|----------------|-------------------------------------|
| Option 1 | AK47, grenades | MAT49, booby trap, mortar, wrench | Type 56, RPG7V | SVD, Caltrops, binoculars |
| Option 2 | RPD, grenades | MAT49, mines, shovel, wrench | SA-7, Expack | Type 56, Bouncing Betty, binoculars |

U.S. TEAM TACTICS

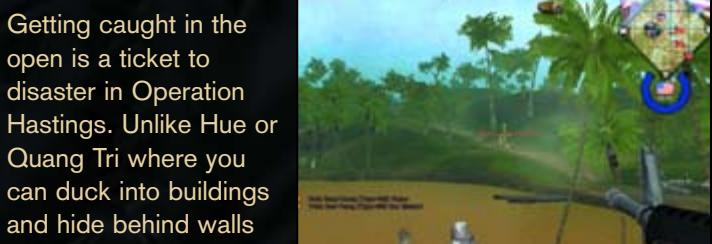


This is the biggest operation of the Instant Battles, and if you turn the number of Bots up to the maximum of 64, you'll feel the intensity. The Control Points in the center of the map are

Don't be surprised to find an N.V.A. tank at your main base. Clear any enemies before you take off in the Huey, or your trip will be very short.



The N.V.A. forces attack aggressively from a distance, especially in the middle of the map where you can see enemy bases from across the river. You can take the steam out of their attacks by finding cover and picking off targets with your sniper rifle. Good cover is critical for this strategy, because N.V.A. helicopters roam the skies freely, and their machine gunners can shoot as far as 1,000 feet.



Getting caught in the open is a ticket to disaster in Operation Hastings. Unlike Hue or Quang Tri where you can duck into buildings and hide behind walls as you move through the city, in Hastings someone is usually watching you from a distant hillside. Slow down, check your surroundings, and survive.



The Fishing Village Control Point at the southern edge of **D,5** is a key access point for attacking the Temple across the river. Enemy counterattacks often originate from this cluster of huts and buildings. N.V.A. infantry likes to swarm through this village, and they have excellent sight lines to the Temple. If you can safely cross the river, hide behind the timbers under the raised huts and eliminate the enemy soldiers before running for the flag.

If you are unsuccessful at taking the Fishing Village by land, bring your Corsair and strafe the huts before mounting another land-based attack.



Parachuting into the Plantation is dangerous, without a tree in sight to shield you from enemies on the ground or in the air.



Don't run down the steps of the Temple in the face of an N.V.A. attack. Instead, peek around the corner and thin out your attackers before moving out into the open. Maintaining control of the Temple helps you to occupy the Plantation. Holding these two Control Points makes it easier to mass a final attack on the main N.V.A. base at **E,7**. If you have the majority of the Control Points by the time you attack this base, you can count on a victory.

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N.V.A. TEAM TACTICS



We love the MiG-17, but you don't need it to score a big victory against the U.S. in Operation Hastings. If you want to soften up the middle of the map before assaulting it with your infantry and armor, hop into an Mi8 and blanket the Temple and Plantation Control Points (**D,5**) with missiles. When you're empty, you can parachute to the river, but watch for U.S. troops on the shoreline.



Depending on the level of U.S. troops around the river, taking the Temple can be a brief skirmish or a lengthy firefight. Either way, you can improve your chances by sneaking around the rear of the building (where you can obtain control of the flag).



If you decide to head north on foot, collect a squad and follow a PT-76 as it motors up the river. Let the tank cover your movement until you reach the narrow part of the river where you can wade across.

Last stop on the map is the U.S. main base at

D,2. If you have a substantial ticket lead at this point, an attack on the main base delivers the final, crushing blow. Find a PT-76 and move north, following the path through the valley. With a machine gunner aboard, scattered infantry is a problem. Your biggest challenge is avoiding Huey Assaults and their lethal missile launchers.



When you reach the hilltop base, you can expect to receive machine gun fire from PBRs at the dock, and the M-113 near the landing pads. Helicopters continue to take off, and once they are airborne, they represent significant threats.



Don't look for Corsairs to shoot down until you have a substantial lead. When the battle is still hanging in the balance, you need to be on the ground wreaking havoc with your amphibious armored vehicles.



MULTIPLAYER TIPS

U.S. TEAM



Lead Designer Tip

The Forward Fire Base (**D,5** north) and Plantation (**D,5** south) are pivotal locations. Controlling these points allows you better control of the map. These two bases are also in complete view of each other across the river.

—AJ Marini

Early in the battle, send your Corsair and Huey Assaults to **D,5** and blanket the area with bombs and missiles. This is as far as the N.V.A. forces can get during the opening moments of the battle. If there is no sign of the enemy, redirect your attention to the jungle. The N.V.A. may sneak their infantry across the river.



If you take a PBR down the river, arm your soldier with a Heavy Assault Kit, or the N.V.A. PT-76 turns your boat to kindling.



N.V.A. TEAM



Lead Designer Tip

The open areas around the Plantation and Forward Fire Base provide little cover. Keep your ears to the sky, and check for incoming jets and their payload of bombs.

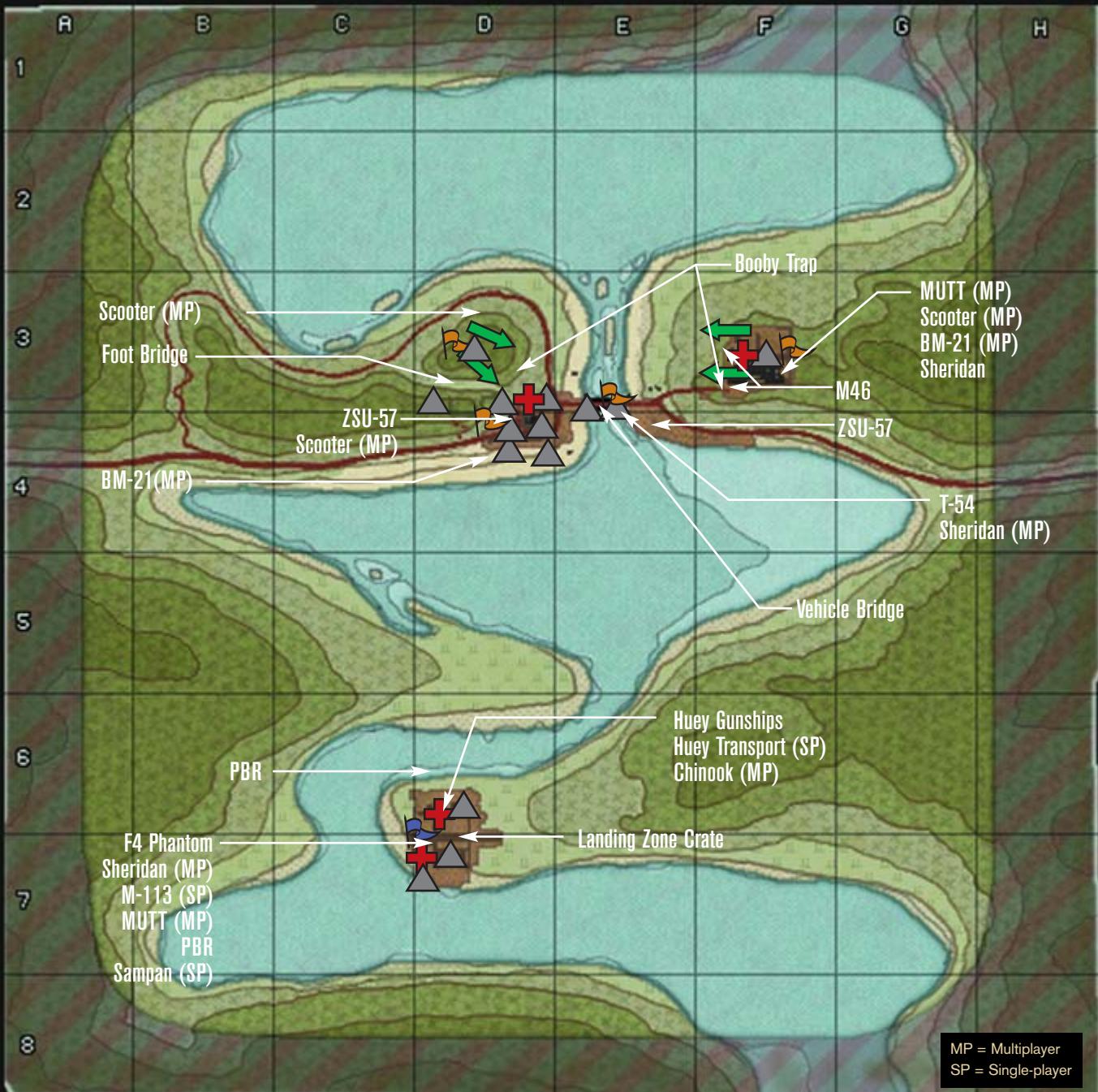
—AJ Marini

Your best strafing run in the MiG is at Control Point **C,4**, where you can take a long, low run from east to west, shooting everything in sight.



The PT-76 is your best vehicle. You can traverse rivers, taking out PBRs in the water, or blast helicopters while they rev up on the landing pad. When you're out of 76mm shells, knock an enemy helicopter on its back, where it has a tough time taking off.

OPERATION IRVING



October 2, 1966. Despite fighting for the liberation of their people, the Viet Cong were notorious for using questionable tactics. The V.C. used strong-arm tactics to manipulate southern villagers to further their cause. Operation Irving was a combined operation meant to locate and eradicate Viet Cong pockets in the southern villages. Operation Irving is an Assault Map. The U.S. forces begin with a constant ticket loss. You can stop this loss by neutralizing and/or capturing an enemy Control Point. The Viet Cong forces begin the map with four Control Points. The Viet Cong begin to lose tickets constantly if you capture all but one Control Point.



U.S. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|-------------------------------------|------------------------|--|--------|
| Huey Slick (Instant Battle only) | Helicopter | Internal M60 machine guns (2) | 5 |
| Huey Assault | Helicopter | 9-shot missile launchers (2), M134 auto cannons, M5 40mm nose-mounted grenade launcher | 5 |
| F4 Phantom | Jet | Heat-seeking missiles (12), napalm bombs (5) | 4 |
| PBR | Boat | Front- and rear-mounted machine guns | 4 |
| Sheridan | Tank | 152mm main gun, 7.62mm coaxial machine gun | 8 |
| M-113 (Instant Battle only) | APC | Roof-mounted machine gun | 10 |
| Landing Zone Crate | Dynamic spawn point | – | 3 |
| MUTT (multiplayer only) | Jeep | Missile launcher | 12 |
| Chinook (multiplayer only) | Helicopter | Door-mounted M60 (2), ramp-mounted M60 | 2 |

U.S. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|---------------------------------------|----------------------------------|---------------|---|
| Option 1 | M16, grenades | M14, torch, Claymores, wrench | M60, M79 | M40 smoke grenades, binoculars |
| Option 2 | Mossberg 500, M14, mines, grenades | M14, mines, mortar, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

V.C. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|-------------------------------|--------------------|--|--------|
| M46 | Artillery cannon | 130mm gun | 6 |
| T-54 | Tank | 100mm main gun, coaxial machine gun, roof-mounted machine gun | 6 |
| BM21 (multiplayer only) | Truck | Missile launchers | 6 |
| ZSU-57 | Anti-aircraft tank | 56mm flak guns (2) | 5 |
| Scooter (multiplayer only) | – | – | 6 |

V.C. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------------|---|---------------------------------|---------------------------------------|
| Option 1 | AKMS, grenades | MAT49, Pungi Sticks, Type56, RPG2 mortar, wrench | M91/30, Caltrops, binoculars | |
| Option 2 | Type 53, grenades | MAT49, shovel, landmines, wrench | SA-7, Expack | Type 56, Bouncing Betty, time bomb |

U.S. TEAM TACTICS

The V.C. is so deeply entrenched it is impossible to attack their positions early in the battle without first sweeping the hillsides from the air. Fly several loops around the mountain, focus your fire on the artillery at **D,3**, and at the vehicles and V.C. at The Courtyard (**D,4**). After dropping napalm from your Phantom, pick up a Huey Assault and rake the V.C. with missiles and grenades.



When you reach the western peninsula, you should be able to take over The Courtyard with ease. Run to the covered path pictured in the screen. You'll encounter only a single sentry. After dispatching him, you have a clear and protected path to the foot bridge that leads to the Artillery Hill Control Point at **D,3**.

If Artillery Hill is still hot, you might need to make another run in your Huey Assault. When you silence the M46 artillery cannons and eliminate the V.C., you should have no trouble crossing the bridge and taking over the Control Point.



On the way to Artillery Hill, watch for a V.C. tank near the bridge. If you allow it to operate freely, the V.C. will slaughter your infantry while trying to cross.

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When you reach the V.C. artillery, watch out for surviving gunners who are still operating their cannons. After occupying the hill, turn the guns on the enemy troops still fighting on the opposite bank, and watch their numbers drop with each hit.

Take cover behind one of the palm trees and eliminate enemy troops before stepping onto the bridge. When you move, keep firing, but don't reload when you use up a clip. Grab an abandoned kit from the many bodies strewn along your path.



While making your way to Artillery Hill, steer clear of a log trap that protects the gorge (this is another good reason to take the covered path to the foot bridge).

You must attack and occupy the The Bridge Control Point that leads to the eastern peninsula. This is no easy task because V.C. infantry rains fire upon the entire length of the bridge. Soften up the enemy forces with a few sweeps in a Phantom or Huey, before organizing a squad for a ground assault.



You'll probably fight for The Bridge several times over the course of the battle, moving east and west in a fiery tug o' war. Call in artillery if you're unable to eliminate enemy armor.

When you finally occupy The Bridge, move onto and up the hill to the last Control Point at **F,3**, the Temple Ruins. Your assault is easier if your air support did its job wiping out the artillery at the top of the hill. Expect heavy resistance on the wide road leading up to the ruins.



Watch for scattered infantry inside the Temple Ruins after you enter the area. At this point, go back to The Bridge to swing the majority of Control Points in your favor, and finally win this tough battle.

N.V.A. TEAM TACTICS



U.S. aircraft are everywhere, with Hueys and Phantoms bombarding your Control Points. However, you'll be amazed at how easily you can bring them down with a ZSU-57.

If you see a damaged helicopter flying low over your position, you may be able to finish it off with a few bursts from your machine gun.



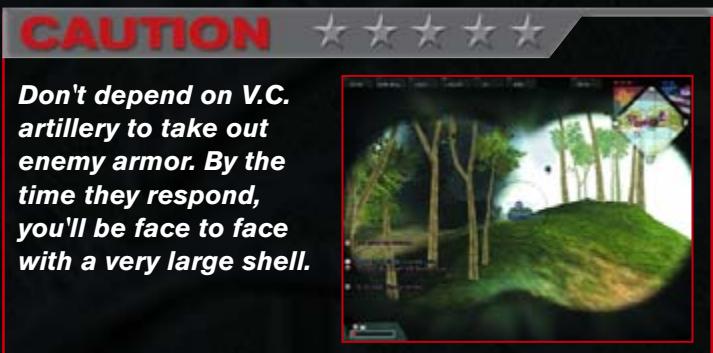
After temporarily clearing the skies, race up to Artillery Hill and target the U.S. troops that are already on the ground. Run and hide when a U.S. Phantom targets the hill with napalm.



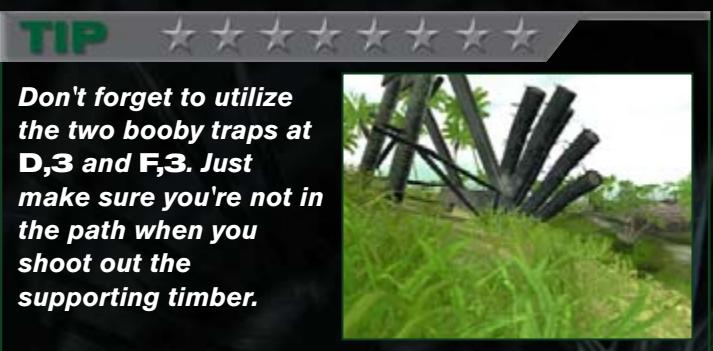
Now, it's time for tough fighting as you protect The Bridge. This is a key Control Point, because it allows the U.S. to move back and forth from one peninsula to the other, thereby accessing all four V.C. Control Points.



If the U.S. troops capture the Temple Ruins, they gain an important height advantage, and a clear sight line to The Bridge. If you can find a T-54, gather a squad and roll back up the hill. But, prepare for a nasty fight, because the U.S. usually airlifts one or two tanks to the ruins. If you can't retake the Control Point, at least keep the U.S. from charging down the hill to The Bridge.



The Courtyard is easy to lose, but just as easy to take back. If the U.S. flag is flying, use the buildings for cover as you locate the lone guard, usually in the open area.



BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE



This fight goes down to the wire, as you battle for each Control Point. Isolate the U.S. troops on one peninsula, destroy their armor, and you'll have the staying power to earn a hard-fought victory in Operation Irving.

It's difficult to take The Bridge without air support. A single V.C. T-54 positioned on the east side of The Bridge annihilates an entire U.S. squad as it crosses. Fortunately, a Huey Assault reduces the mighty T-54 to scrap metal.



MULTIPLAYER TIPS

U.S. TEAM



Lead Designer Tip

As the U.S., use your equipment to the best of its ability. Airlifting machinery over to the V.C. side increases your chances of a victory. The more you can move over, the better. Once established, break the team up into air and ground troops. Ground troops need to control V.C. movement.

—AJ Marini



Destroy the guns on Artillery Hill early in the battle, then send engineers up the hill to repair the guns and turn them on the V.C. Don't forget the artillery near the Temple Ruins.

N.V.A. TEAM



Lead Designer Tip

As the V.C., the key is to keep moving and use the path less traveled. Don't allow bases to remain under enemy control for long. By forcing the U.S. to return to their home base, you can attain victory.

—AJ Marini



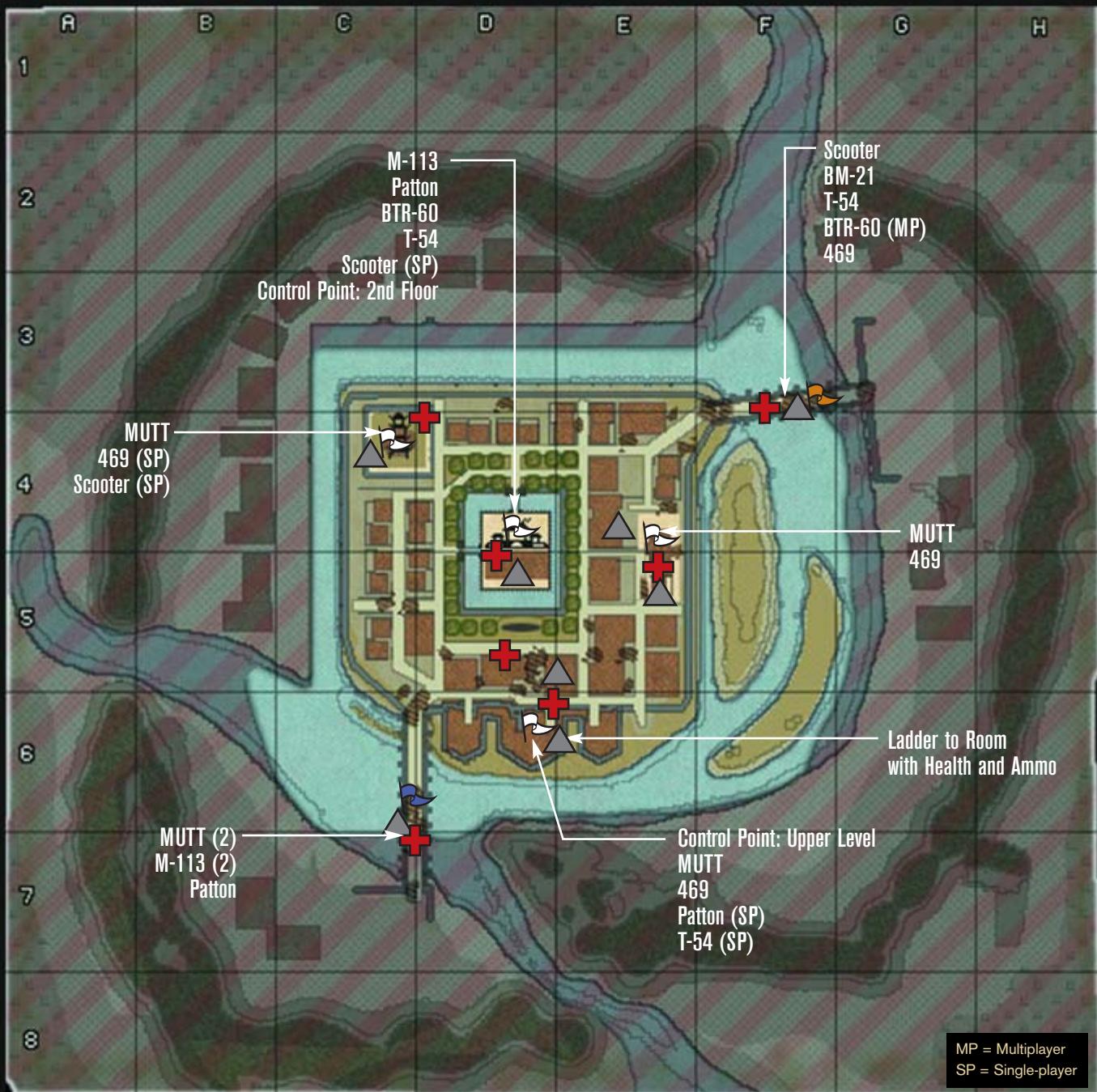
Use booby traps, mines, and Punji Sticks to limit U.S. infantry from moving freely along roads. Mine the roads, then place Punji Sticks in the tall grass along the roads where they cannot be seen. Even if your enemies are only thinking about booby traps, it slows down and limits their movement, which gives you a tactical advantage.

N.V.A. armor is critical to your defenses. Use your ZSU-57 against the relentless air attacks, and protect your T-54 so it is available for defensive measures early in the battle. You must protect your tanks.



If you roam around the map in full view, it is just a matter of time before a rocket or missile puts you out of commission.

HUE-1968



January 31, 1968. The North used the Tet holiday to launch what was to become known as the Tet Offensive. One of their primary targets was the ancient city of Jue. The South Vietnamese saw it as poor public relations to station U.S. military forces in the city, and the North believed the South to be weak without U.S. support. Hue is a Head On Map. Each force begins with one Control Point. The force that controls the majority of Control Points will cause the other team to begin a constant ticket loss.

- ▲ Ammo
- ✚ Tower
- ⚑ Control Point
- ⚑ N.V.A. Control Point
- ⚑ U.S. Control Point

BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE

ARVN VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|--------------|------|--|--------|
| M48A3 Patton | Tank | 90mm main gun, 7.62mm co-axial machine gun | 4 |
| MUTT | Jeep | Missile launch pod | 10 |
| M-113 | APC | Roof-mounted machine gun | 10 |

ARVN KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|------------------|----------------------------|---------------|--|
| Option 1 | CAR 15, grenades | M14, mines, mortar, wrench | M60, M79 | M21, smoke grenades, binoculars |
| Option 2 | M16, grenades | M14, torch, C4, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|---------|------------------------------------|--|--------|
| BM21 | Multiple missile launching truck | Missiles | 3 |
| BTR-60 | Amphibious tank (Multiplayer only) | 76mm main gun, co-axial machine gun, roof-mounted machine gun | 7 |
| T-54 | Tank | 100mm main gun, co-axial machine gun, roof-mounted machine gun | 6 |
| 469 | Jeep | Rear deck-mounted machine gun or missile launcher | 11 |
| Scooter | - | - | 2 |

N.V.A. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------|------------------------------------|---------------|------------------------------------|
| Option 1 | AK47, grenades | MAT-49, booby trap, mortar, wrench | Type56, RPG7V | SVD, Caltrops, binoculars |
| Option 2 | RPD, grenades | MAT-49, mines, shovel, wrench | SA-7, Expack | Type56, Bouncing Betty, binoculars |

ARVN TEAM TACTICS



This time you play as the Army of the Republic of Vietnam (ARVN). As you leave the bridge to enter the city, keep in mind that you must always protect this Control Point. Without it, you couldn't spawn heavy armor. The N.V.A. attacks this bridge with a vengeance, so monitor it throughout the mission.

Take the temple Control Point early in the mission because it gives you an entrenched stronghold in the center of the map. Ammo and health are easily accessible and you have multiple vantage points for sniping and armor support.



The interior of the city is a maze of potential ambushes due to dense foliage, shelled out buildings, and second-story windows. Enemy tanks appear out of nowhere, thanks to the gray haze that hangs over the city. Don't panic if you lose many men very quickly, early in the battle. You can't hide forever, but you can reduce your casualties if you check what's around the corner before venturing forth.



The N.V.A. moves aggressively through the city, so set up some lethal ambushes of your own by utilizing the buildings and courtyards.

Don't hesitate to steal a T-54 tank when you occupy an enemy Control Point. With N.V.A. infantry fanning out across the city, you can inflict serious damage when you catch an enemy squad strolling down one of the wide avenues.





The CAR 15 and grenades are staples for street fighting in Hue, whether you are roaming the streets solo, or supporting vehicles. A Recon Kit is great for occasionally hiding in a building, but when you are sweeping the streets, you need the power and accuracy of a semi-automatic weapon.

N.V.A. TEAM TACTICS



The main N.V.A. base is a mirror image of the ARVN Control Point, and it's just as critical for its armor spawning capabilities. With only one way in, the base is easy to protect, as long as you can get back behind the sandbags ahead of your enemies. If an enemy tank nags you at the Control Point, don't forget to switch to a Heavy Assault Kit before you respawn.



A T-54 machine gun can make short work of an ARVN squad caught in the open. You'll survive longer in the tank if you have a Heavy Assault soldier providing cover.



Don't get caught in the middle of a firefight while you are reloading. You have a much better chance of survival if you switch weapons, even to your pistol, especially if you are trying to reload an RPG. When the immediate threat is neutralized, slip away and reload before advancing.



Traveling in squads of armor and infantry is the best way to fight your way to move through the city, especially when you need to retake lost Control Points.



The fighting in Hue can be too intense for extended sniper operations. However, you can reduce the effectiveness of enemy tanks by picking off a gunner, before grabbing an RPG to finish the job.



The temple in the center of the map is relatively easy to capture, but you won't hold it for long unless you fill the open areas around the Control Point with infantry.

BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE



N.V.A. TEAM



Lead Designer Tip

Controlling the center of the city will allow you to fan out to the other points more efficiently.

—AJ Marini



There are many places for enemy troops to hide in the temple. Don't walk blindly from room to room. Keep sweeping the floor with your gun so to take out enemies quickly, even at close range.

MULTIPLAYER TIPS

ARVN TEAM



Lead Designer Tip

React to any attack on the home base. The bulk of the heavy machinery will spawn there, so if the base is lost, the machinery will go with it.

—AJ Marini

Pack an M60 and find a spot behind one of the long walls on the outskirts of the city near your main base. Before too long, you'll ambush an unsuspecting enemy squad as it marches confidently toward your Control Point.



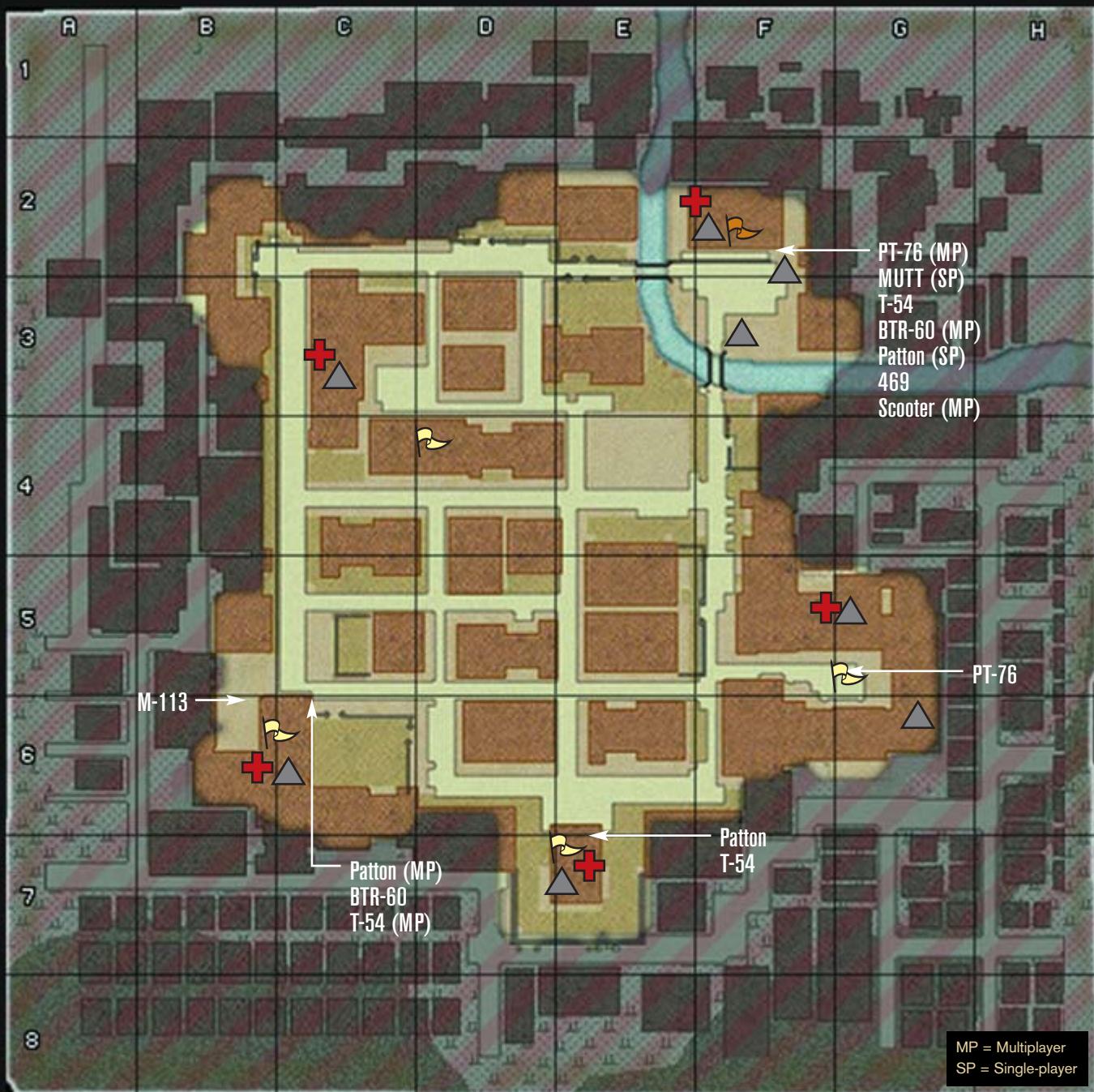
Use a T-54 to defend your home base. Watch the position of your tank. Use the downward slope at the end of the bridge to gain a better angle against advancing infantry.



Moving through the city with a large squad enables you to capture several Control Points quickly at the beginning of the game.



QUANG TRI-1968



January 31, 1968. The city of Quang Tri had the misfortune of being positioned just south of the all-important Demilitarized Zone. The "DMZ" as it was known was a barrier between the north and south where no military action was to take place. However, this was seldom the case. With the weather working against them, the North attacked Quang Tri in an attempt to control the DMZ. Quang Tri is an Assault Map. The N.V.A. begins with constant ticket loss. This loss can be stopped by neutralizing and/or capturing an enemy Control Point. The ARVN forces begin the map with four Control Points. The ARVN constantly loses tickets if all but one Control Point is captured.

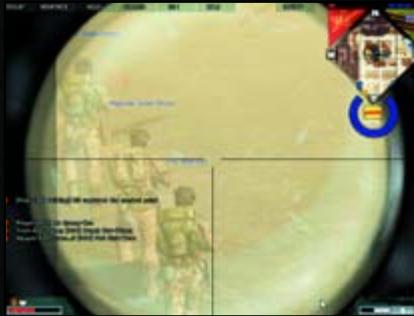


BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE

ARVN VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|--------------|------|---|--------|
| M48A3 Patton | Tank | 90mm main gun, 7.62mm coaxial machine gun | 4 |
| MUTT | Jeep | Missile launch pod | 10 |
| M-113 | APC | Roof-mounted machine gun | 10 |



Spreading out your troops makes it less likely that an RPG or sniper squad will ambush them and extract heavy casualties.

ARVN KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|-----------------|----------------------------|---------------|--|
| Option 1 | CAR15, grenades | M14, mines, mortar, wrench | M60, M79 | M21, smoke grenades, binoculars |
| Option 2 | M16, grenades | M14, torch, C4, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |



N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|-------------------------------|-----------------|---|--------|
| PT-76 | Amphibious tank | 130mm gun | 8 |
| BTR-60 | Amphibious tank | 76mm main gun, coaxial machine gun, roof-mounted machine gun | 7 |
| T-54 | Tank | 100mm main gun, coaxial machine gun, roof-mounted machine gun | 6 |
| 469 | Jeep | Rear-mounted machine gun or missile launcher | 11 |
| Scooter (multiplayer only) | - | - | 2 |

Focus your efforts on the four Control Points in the interior of Quang Tri. Taking the N.V.A. base at **F,2** is very difficult, and the casualties you suffer in the attempt may doom your mission.



N.V.A. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------|-----------------------------------|---------------|-------------------------------------|
| Option 1 | AK47, grenades | MAT49, booby trap, mortar, wrench | Type56, RPG7V | SVD, Caltrops, binoculars |
| Option 2 | RPD, grenades | MAT49, mines, shovel, wrench | SA-7, Expack | Type 56, Bouncing Betty, binoculars |

Never take jeeps (469s) for granted. They are fast and agile, and their machine guns and rocket launchers are devastating. Even a wild driver can make life difficult for your soldiers.

ARVN TEAM TACTICS



The challenge of this mission is to survive intense close-quarters fighting as you struggle to capture and maintain possession of Control Points. Your men have a tendency to bunch up at spawn points, and they roam the streets in tightly packed groups. Use Follow Me and Go commands to disperse your troops.

Tanks do not play a significant role in this mission because of the narrow streets and abundance of cover. If you trail an enemy tank, it is only a matter of time before it ends up boxed into a small courtyard or dead end, where a well-placed rocket ends the threat.





If you come across a friendly NPC-controlled tank or APC, jump inside and man the machine gun, or simply trail it and provide protection against RPG-carrying N.V.A. soldiers. If you can get the tank to follow you, use it to make a combined attack on an enemy Control Point. The big gun is very useful against entrenched positions.



Avoid tank vs. tank battles. Instead, use hit-and-run guerilla tactics with your L.A.W. rocket launcher or M79 grenade launcher.

Winning this battle for the ARVN depends on managing your infantry through a series of "run and shoot" street fights, as you take and retake Control Points. Armor and rocket launchers play important roles as well, but the CAR15 and M16 are your best friends, and they are instrumental in defeating the N.V.A at Quang Tri.



N.V.A. TEAM TACTICS



The Heavy Assault Kit is the best overall weapon package for the N.V.A. in this intense city battle. It is a perfect balance of accuracy and rate of fire (Type56), and long range, heavy firepower (RPG).

Your opening base is entrenched in the northeast corner of the map, and the ARVN forces can only reach you via bridges. Move into the city to capture Control Points, but keep an eye on enemy forces as they approach your main base. This Control Point is easily defended, but conversely, it is difficult to take it back from the enemy. Stop here periodically to keep the ARVN from getting too close.



Unlike the ARVN, tanks are critical to your success when commanding the N.V.A. They enable you to move aggressively through the tightly bunched ARVN squads in the interior of the city. When driving a tank, have a machine gunner and a squad of infantry around you to take care of rocket launchers.

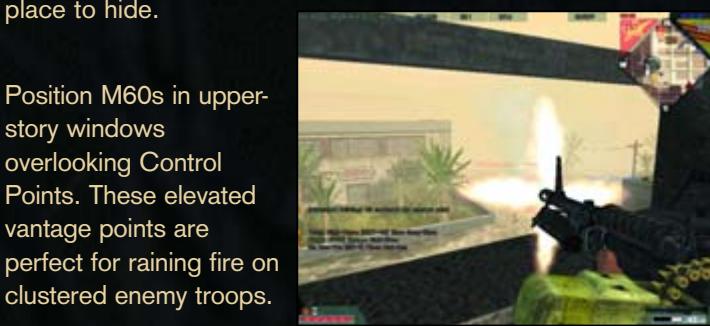
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Planting C4 charges on opposite sides of a street is a great way to take out an entire enemy squad, including armored vehicles. The opposing explosions cause total devastation. Use this strategy on bridges, four-way intersections, or critical passageways (doors or courtyard entrances). You can also plant a single charge at a Control Point. Make sure that you find a covered location so you can wait unseen until you detonate the devices. A second-story window is a perfect place to hide.

Position M60s in upper-story windows overlooking Control Points. These elevated vantage points are perfect for raining fire on clustered enemy troops.



N.V.A. TEAM



Lead Designer Tip

As the N.V.A. move out into the city, stay as mobile as you can. Keep the ARVN guessing and don't give them a concentrated pocket of troops to target.

—AJ Marini



The only way to reach the original N.V.A. Control Point in the northeast corner of the map is to cross one of two bridges. You can mine the bridges to slow down enemy advances and place snipers in the buildings overlooking the bridges. Because of the close proximity to your targets (after they enter the plaza), you are better off using the RPD rather than a sniper rifle, especially when the enemy troops arrive in bunches.

MULTIPLAYER TIPS

ARVN TEAM



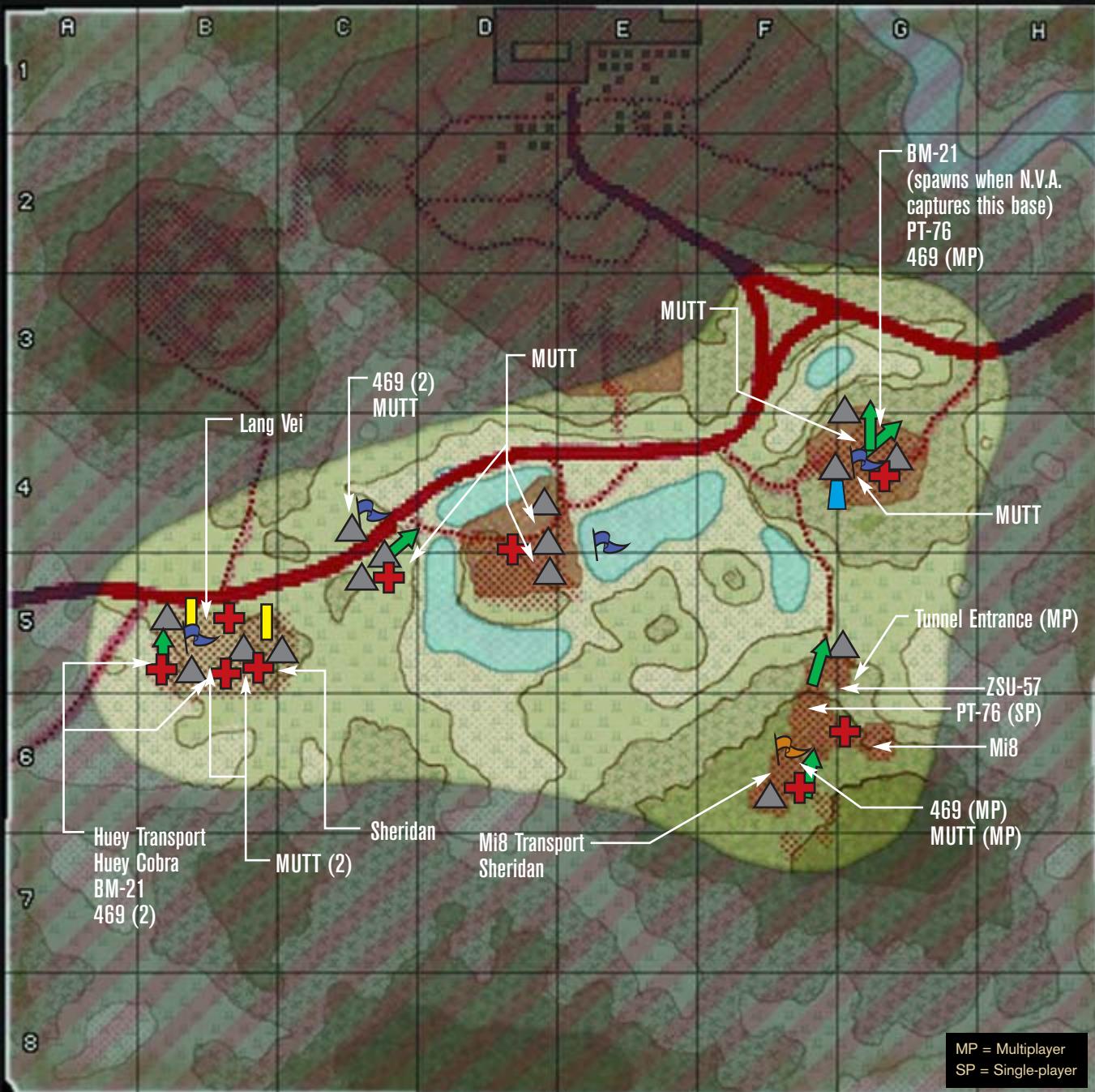
Lead Designer Tip

As the ARVN, raiding the N.V.A. base usually nets you a loss. The N.V.A. fan out from their location and occupy the city. Be vigilant and head them off as they move through the city.

—AJ Marini



FALL OF LANG VEI



February 7, 1968. The Khe Sahn Combat Base was positioned near the DMZ. From this point, the U.S. could track the movement of the N.V.A. The N.V.A. identified the need to eliminate the K.S.C.B. and one of the first steps in doing this was the elimination of Lang Vei's Special Forces base. The Fall of Lang Vei is an Assault Map. The N.V.A. begins with constant ticket loss. This loss can be stopped by neutralizing and/or capturing an enemy Control Point. The U.S. forces begin the map with four Control Points. The U.S. will constantly lose tickets if all but one Control Point is captured.

| | |
|----------------------|---------------|
| ▲ Ammo | ▲ Radio Tower |
| → Bunker | ■ Tower |
| ✚ Health Kit | |
| ⚑ V.C. Control Point | |
| ⚑ U.S. Control Point | |

BATTLEFIELD VIETNAM

PRIMA'S OFFICIAL STRATEGY GUIDE

MACV VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|------------|------------|--|--------|
| Huey Slick | Helicopter | Internal M60 machine guns (2) | 5 |
| Huey Cobra | Helicopter | Heat-seeking rocket pods (2), missile pods (2), nose-mounted auto cannon | 3 |
| Sheridan | Tank | 152mm main gun, 7.62mm coaxial machine gun, M240 machine gun | 7 |
| MUTT | Jeep | Missile launch pod | 10 |



Continue along the road and watch for another firefight around Khe Sahn village at **E,4**. Be careful when occupying this Control Point. The flag is in the center of an open swamp with no cover. If you run for the flag, keep turning around as you wait for the possession circle to change colors.

MACV KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------------------|----------------------------|---------------|--|
| Option 1 | CAR 15, grenades, Med pack | M14, mines, mortar, wrench | M60, M79 | M40, smoke grenades, binoculars |
| Option 2 | XM148, Med pack | M14, torch, C4, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |



If you have wheels (Sheridan or MUTT), follow the road until you turn north at **F,3**. If the N.V.A. have captured the French Fort Control Point at **G,4**, they will have a BM-21 raining missiles on you and your troops. Position your MUTT or Sheridan for a good flank shot at the BM-21. If you're on foot, look for a discarded RPG.

N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|-----------|------------------------|---|--------|
| Mi8 | Helicopter | Pod-mounted missile launchers (4) | 5 |
| Mi8 Cargo | Helicopter | None | 2 |
| PT-76 | Amphibious tank | 130mm gun | 8 |
| BM-21 | Truck missile launcher | Missiles | 3 |
| ZSU-57 | Tank | 57mm flak guns (2) | 5 |
| 469 | Jeep | Rear deck-mounted machine gun or missile launcher | 11 |

Watch for an N.V.A. jeep and PT-76 hiding in the courtyard as you approach the flag.

N.V.A. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------|-----------------------------------|----------------|-------------------------------------|
| Option 1 | AK47, grenades | MAT49, booby trap, mortar, wrench | Type 56, RPG7V | SVD, Caltrops, binoculars |
| Option 2 | RPD, grenades | MAT49, mines, shovel, wrench | SA-7, Expack | Type 56, Bouncing Betty, binoculars |

MACV TEAM TACTICS



The N.V.A. attacks aggressively early in the battle, so immediately move out. Enemy troops will parachute into the area east of the Roadblock at **C,4** and if you don't make a stand, they will grab the Control Point. Jump in the Sheridan and go down the road to the east, but don't go too far. Stop when you can target the N.V.A. troops with your machine gun, then support your ground troops who will be ahead.



Next stop is the Rise at **F,6**. The main N.V.A. force is working its way back to Lang Vei, so you can capture the Rise without much of a fight. After securing the Control Point, pause at the bunker, where there is an excellent covered view of enemy troops coming up the hill. Repel the counterattack, but get out when you draw RPG fire.



After securing Lang Vei, you may find that the N.V.A. have established control over the middle of the map. This is a good time to gather a squad, load up a Huey, and parachute behind enemy lines, where you can regain lost Control Points.



You should have a substantial lead. However, if the score is close, return to Lang Vei. Lose this base to the N.V.A., and you lose your helicopters.



CAUTION

Do not spawn at the French Fort (G,4) in the battle's beginning; you can attack the N.V.A. base at the Rise (F,6). You have only a single MUTT at this base, and you'll be ahead of your troops, so you're going solo. Instead, spawn at Lang Vei, board a Huey with a full squad, and fly into battle.



TIP

There are MUTTs everywhere in this mission. They are fast, maneuverable, and can run circles around N.V.A. armor. Watch out for enemy infantry as you position your rocket launcher for a kill shot.



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N.V.A. TEAM TACTICS



The N.V.A. has a constant ticket loss at the battle's beginning, so capture a Control Point to stop the bleeding. The French Fort at **G,4** is the closest enemy base and it is easy to capture early in the battle.



Try to ambush a Sheridan, then turn the tank against the U.S. troops around the French Fort.

MUTTs are everywhere, but don't run from them. It is easy to ambush a driver and gunner, and take over the vehicle. It will come in handy for rooting out MACV troops hiding in and around bunkers. Keep a safe distance, and take out a Sheridan that comes into view.



The U.S. forces will defend Lang Vei, and they will attack repeatedly to get it back from you. When you capture this Control Point, mine the entrance and booby trap some of the vehicles before you leave. This buys you time if you have to come back to defend your Control Point.



The PT-76 is excellent for navigating the lakes and swamp in the middle of the map.





With Lang Vei under your control, take off with fully loaded Mi8s and seek to control the middle of the map, specifically Khe Sahn village at **E,4**. Use your Mi8's missiles to target enemy armor in the vicinity, then parachute to the flag for a takeover. With Lang Vei and Khe Sahn village in the fold, you can make a stand and outlast the U.S. forces for the victory.



N.V.A. TEAM



Lead Designer Tip

The N.V.A. doesn't need to use the roadways. Clever relocation of the tunnel spawn point allows it to infiltrate bases better.

—AJ Marini

MULTIPLAYER TIPS

MACV TEAM



Lead Designer Tip

Hang onto Lang Vei base. The helicopters give the MACV the ability to fan out to the other bases.

—AJ Marini

After the N.V.A. vacates its base at the Rise (**F,6**), organize an air assault to sweep in behind it as it advances to the valley's center. One fully loaded Huey will do the trick. After the base is in your control, commandeer N.V.A. armor and helicopters, and move toward the middle of the map. If you maintain control of Lang Vei, you can pinch the N.V.A. team as it tries to survive without air support.



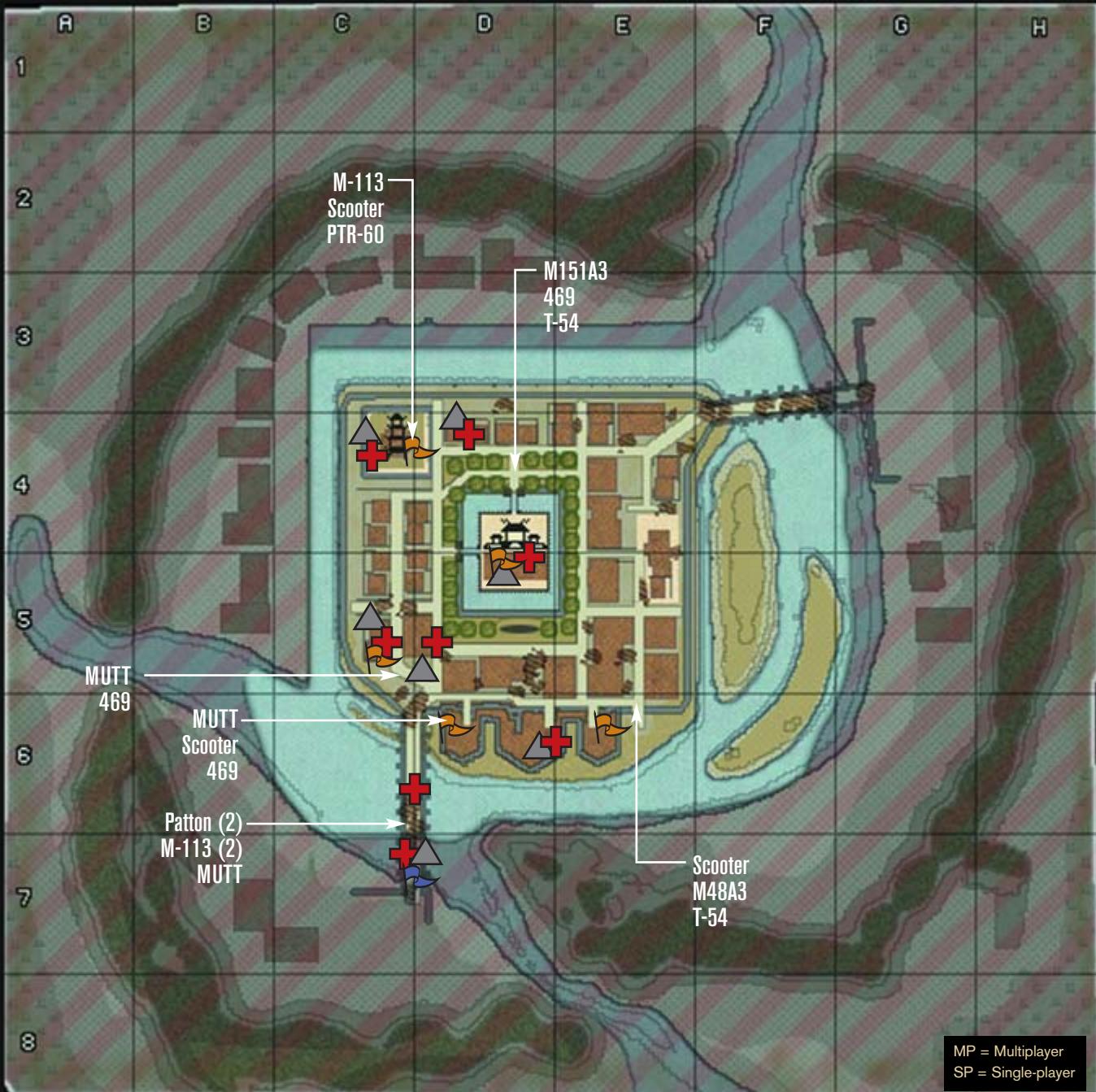
Beat the MACV forces at their own game by commandeering MUTTs whenever possible. The enemy driver and gunner are vulnerable to small arms fire, so pick them off, jump into the MUTT, and turn the rockets against the MACV.



You can't beat MACV weapons. Find an M60 on the battlefield and look for ambush points in the village.



RECLAIMING HUE



February 23, 1968. The South did everything they could to repel the attacks of Tet. Despite the earlier loss of Hue, the ARVN were determined to retake the city. This was to become one of the bloodiest battles of the Vietnam War. Reclaiming Hue is an Assault Map. The ARVN begins with constant ticket loss. This loss can be stopped by neutralizing and/or capturing an enemy Control Point. The N.V.A. forces begin the map with five Control Points. The N.V.A. will begin to constantly lose tickets if all but one Control Point is captured.

- ▲ Ammo
- ✚ Tower
- ARVN Control Point
- N.V.A. Control Point

ARVN VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|--------------|------|---|--------|
| M48A3 Patton | Tank | 90mm main gun, 7.62mm coaxial machine gun | 4 |
| MUTT | Jeep | Missile launch pod | 10 |
| M-113 | APC | Roof-mounted machine gun | 10 |



ARVN KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|------------------|----------------------------|---------------|--|
| Option 1 | CAR 15, grenades | M14, mines, mortar, wrench | M60, M79 | M21, smoke grenades, binoculars |
| Option 2 | M16, grenades | M14, torch, C4, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

When you reach the end of the bridge, turn right, and continue up the ramp to take the West Citadel Control Point at **D,6**. Resistance should be light.



N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|---------|------------------------------------|---|--------|
| T-54 | Tank | 100mm main gun, coaxial machine gun, roof-mounted machine gun | 6 |
| 469 | Jeep | Rear deck-mounted machine gun or missile launcher | 11 |
| Scooter | - | - | 2 |
| BTR-60 | Amphibious tank (multiplayer only) | 76mm main gun, coaxial machine gun, roof-mounted machine gun | 7 |
| BM-21 | Truck missile launcher | Missiles | 3 |

Continue to the east, across the small wooden bridge to reach the East Citadel. You should encounter only light resistance here, but don't get too complacent. The fight is raging in the interior of Hue.

N.V.A. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------|-----------------------------------|---------------|------------------------------------|
| Option 1 | AK47, grenades | MAT49, booby trap, mortar, wrench | Type56, RPG7V | SVD, Caltrops, binoculars |
| Option 2 | RPD, grenades | MAT49, mines, shovel, wrench | SA7, Expack | Type56, Bouncing Betty, binoculars |

ARVN TEAM TACTICS

The N.V.A. are determined to keep you on the bridge, so you'll need to fight your way into the city, using your armor as a battering ram. If you leave the bridge on foot, tuck in behind one of your armored vehicles. We recommend a Heavy Assault Kit for this ferocious fight. Later, when you are fighting between buildings, you can lighten your load.



When the Citadels are secure, make your way to the Purple Palace Control Point in the center of the city. There is no easy way to attack this building because N.V.A. troops will see you before you see them. You'll need to use what little cover you can find, including burned-out vehicles, walls, and buildings.



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Instead of attacking the Citadels, go straight after exiting the bridge, and fight your way to the Headquarters Control Point at **C,5**. From here, continue to the north to the Pagoda, then attack the Purple Palace from the north.

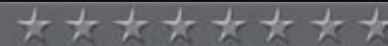


When you see the Pagoda in the distance, enter the two-story building at **C,4**. From the top floor window, target the courtyard around the Pagoda, clearing out N.V.A. before you approach the structure and capture the Control Point.

Enter the Purple Palace through a hole in the wall on the east side of the building. This is a large three-story structure, and it may seem empty, but don't be surprised to find N.V.A. soldiers waiting behind stairwells or around corners.



TIP



The N.V.A. frequently steps in and attacks your troops trailing behind you on the bridge. If you turn around while moving north toward the Pagoda, you can save a few of your mates.



As in most city battles, you'll need to double back and reclaim Control Points as the N.V.A. moves unseen between the buildings. This is intense, close-quarters fighting, and you'll need to find cover as you move through the map, or you will be spending more time spawning than fighting.



N.V.A. TEAM TACTICS



For the N.V.A., this fight is all about keeping ARVN armor and infantry from streaming off the bridge. Pour everything you have at the bridge as the fight begins. You can target enemy armor from the top of the Western Citadel, or from the ground. Be careful: ARVN tanks can see you clearly.



When there is a brief pause in enemy armor, race down the steps and find a spot at the corner of the building. Don't stay here too long, especially if you are still firing a Type 56 rifle.



Return to the Citadel roof and resume your RPG attacks.



The firefight at the bridge exit is intense, so stay hidden and pick off ARVN soldiers. If you're feeling daring, ambush a MUTT, grab the wheel, and drive quickly around the corner. Find cover, and use the rocket launcher against ARVN armor.



Don't worry about occupying the ARVN base on the bridge. It is difficult to accomplish, and more importantly, it is not critical to winning this mission. Hold your ground and don't give the enemy an inch without a fight.

TIP 

Don't worry if an occasional ARVN soldier or MUTT sneaks through your gauntlet of fire. However, if they manage to take over a Control Point, move in quickly to eliminate the threat and regain your Control Point.



MULTIPLAYER TIPS

ARVN TEAM



Lead Designer Tip

As the ARVN, use the tanks to punch a hole into the city. Control the entry point to the city and create windows of opportunity for the ground troops to fan out. Try to pin the N.V.A. in the Citadel.

—AJ Marini

Move to one of the narrow paths on either side of the bridge to give yourself enough angle to take out N.V.A. infantry, specifically RPG troops that pose the biggest threat to your armor. When you clear the way, your tanks and infantry will flow off the bridge.



N.V.A. TEAM



Lead Designer Tip

As the N.V.A., do not get caught trying to fight for the ARVN base. If the ARVN breach the city, their home base is of minor strategic importance.

—AJ Marini

Don't line up your armor in front of the bridge without infantry support, or ARVN MUTTs and Heavy Assault troops will have their way with you. Use combined forces to put the most powerful wall between ARVN troops and the city.

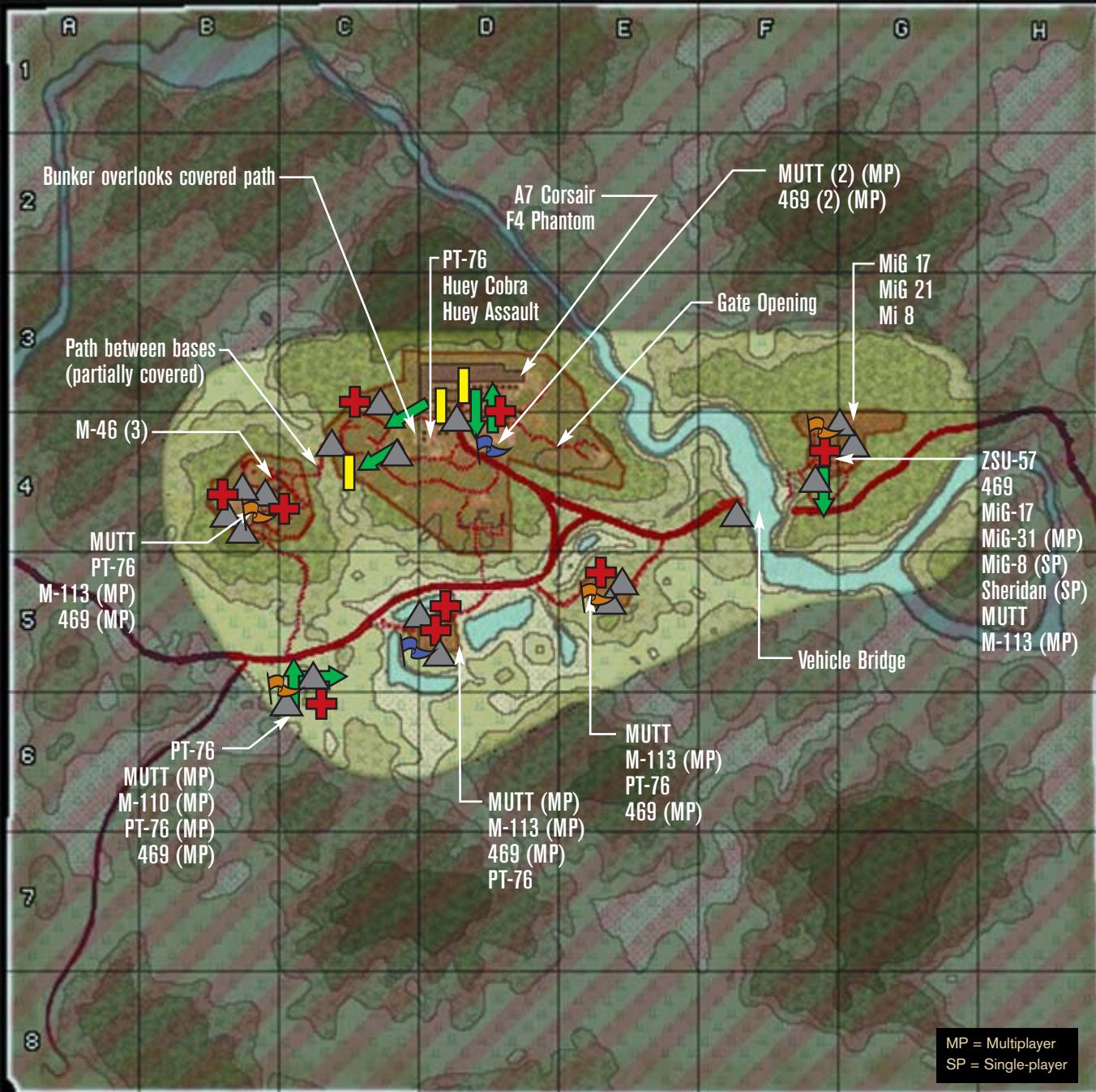


If the ARVN team pushes their way past your position near the bridge, don't try to beat them back with an immediate counter-attack. Instead, fall back to the Headquarters (C,5) and use the building to set up your RPGs in covered positions on both floors. If the ARVN team decides to attack the Citadel instead of follow you, take the time to set up a similar ambush at the Purple Palace in

the center of the map. Giving up the Citadel Control Points will not keep you from winning the battle, and you can always retake them later when you have the upper hand.



SIEGE OF KHE SAHN



February 29, 1968. For 77 days, the North pounded on the Khe Sahn Combat Base hoping to repeat their victory over the French at Dien Bien Phu. The N.V.A. tried everything to break the U.S. resolve. Eventually, the U.S. used creative artillery tactics to break the siege and repel the N.V.A. Khe Sahn is a Mission Map. Khe Sahn Combat Base is worth three times as much as any other base. Control five bases, or Khe Sahn and two other bases, and the opposing team will constantly lose tickets.

- ▲ Ammo
- Bunker
- ✚ Health Kit
- Tower
- VC Control Point
- U.S. Control Point

BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE

U.S. MARINE VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|-----------------------|---------------------------------|--|--------|
| Huey Cobra | Helicopter | Heat-seeking rocket pods (2), missile pods (2), nose-mounted auto cannon | 3 |
| Huey Assault | Helicopter | 9-shot missile launchers (2), M134 auto-cannons (1), M5 40mm nose-mounted grenade launcher | 5 |
| A7 Corsair | Jet | Auto cannon, bombs | 3 |
| F4 Phantom | Jet | Heat-seeking missiles (12), napalm bombs (5) | 4 |
| MUTT | Jeep | Missile launch pod | 12 |
| Sheridan | Tank | 152mm main gun, 7.62mm coaxial machine gun | 8 |
| (Instant Battle only) | | | |
| M-110 | Self-propelled artillery cannon | 8" howitzer cannon | 4 |
| (multiplayer only) | | | |
| M-113 | APC | Roof-mounted machine gun | 10 |
| Landing Zone Crate | - | - | 3 |

U.S. MARINE KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|------------------------|-------------------------------|---------------|--|
| Option 1 | M16, grenades | M14, torch, Claymores, wrench | M60, M79 | M40 smoke grenades, binoculars |
| Option 2 | Mossberg 500, grenades | M14, mines, mortar, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|--------------------|--------------------|--|--------|
| Mi8 | Helicopter | pod mounted missile launchers (4) | 5 |
| MiG-21 | Jet | Machine guns, conventional missiles | 2 |
| MiG-17 | Jet | Machine guns, conventional bombs | 3 |
| BM-21 | Truck | Missile launchers | 6 |
| (multiplayer only) | | | |
| M46 | Artillery cannon | 130mm gun | 6 |
| PT-76 | Amphibious tank | 76mm main gun, coaxial machine gun, roof-mounted machine gun | 8 |
| ZSU-57 | Anti-aircraft tank | 2-57mm flak guns | 5 |
| 469 | Jeep | Rear deck-mounted machine gun or missile launcher | 11 |
| Tunnel Entrance | - | - | 3 |

N.V.A. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------|-----------------------------------|---------------|-----------------------------------|
| Option 1 | AK47, grenades | MAT49, booby trap, mortar, wrench | Type56, RPG7V | SVD, Caltrops, binoculars |
| Option 2 | RPD, grenades | MAT49, mines, shovel, wrench | SA-7, Expack | Type56 Bouncing Betty, binoculars |

U.S. MARINE TEAM TACTICS

The Khe Sahn Combat Base at **D-3**, **D-4**, and **C-4**, is the key Control Point in the game, and the good news is, it is in your possession. The bad news is that it is a massive base, and difficult to defend. However, on this map, the best defense is a good offense. Move out with a small Heavy Assault squad and capture the French Fort Control Point at **E,5**.



Now, move quickly to the west, toward Khe Sahn village, which is hopefully still under U.S. control. Watch for a PT-76 lurking around the river. If the N.V.A. has hoisted their flag, take it back.



Now, you have a choice. If the Khe Sahn Combat Base is still secure, push up the hill to Lang Vei at **C,5**. This run-down base is rarely guarded.

It is best to approach Hill 689 from the north, where you can use the trenches and covered paths. Take over this Control Point to neutralize the N.V.A. artillery, and keep them from pounding the Khe Sahn Combat Base.

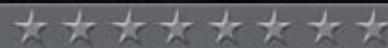


The most difficult areas of the Khe Sahn Combat Base to defend are the west and southwest sides. These boundaries are completely open due to the airfield. N.V.A. troops will stream up from the valley, in vehicles and on foot, so you need to be vigilant.



With the map securely under your control, mount an air and land attack on the N.V.A. air base at Cu Lac Bridge, **F4**. You'll encounter enemy armor on the bridge, so make sure that you roll in with a Sheridan or MUTT.

TIP



Use the partially covered path to move between Hill 689 and the Khe Sahn Combat Base. You'll find ammo along the way, allowing you to reload before emerging.



N.V.A. TEAM TACTICS



TIP



M60s are great for bringing down enemy helicopters.



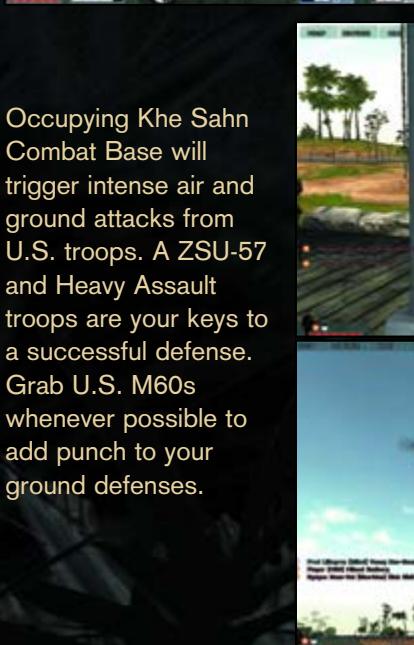
In the beginning of the mission, switch back and forth between Hill 689 and Cu Lac Bridge. From the Hill, watch the covered path below, and pound advancing infantry with the big guns. At Cu Lac Bridge, keep a steady flow of helicopters bringing troops into the valley, while you pound Khe Sahn Combat Base with missiles.

BATTLEFIELD VIETNAM™

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The French Fort at **E,5** is within easy striking distance for U.S. troops at the Khe Sahn Combat Base. Try and beat them to the punch by attacking with your PT-76 from Lang Vei Base. If you maintain control of the French Fort, you'll be able to attack Khe Sahn from the south while you send troops in from the west.



Occupying Khe Sahn Combat Base will trigger intense air and ground attacks from U.S. troops. A ZSU-57 and Heavy Assault troops are your keys to a successful defense. Grab U.S. M60s whenever possible to add punch to your ground defenses.

TIP ★★★★★

Bring along the ZSU-57 when you attack Khe Sahn Combat Base. This will keep the jets and helicopters off your troops as they advance.

It is helpful to take Khe Sahn village early in the battle to keep the U.S. troops from expanding their foothold in the valley. Move down the hill from Lang Vei Base with Heavy Assault troops. Cross the river and approach Khe Sahn village from the west.



MULTIPLAYER TIPS

U.S. MARINE TEAM



Lead Designer Tip

Khe Sahn Combat Base is three times more valuable than any other base. Controlling the base allows you a better position to cause the opposing team to lose tickets over time.

—AJ Marini



With armored vehicles at a premium, your Heavy Assault troops are critical to winning this map. The M60 is an excellent suppression weapon, and the L.A.W. or M79 grenade launcher are your only options for effectively dealing with N.V.A. tanks.



The most difficult areas of the Khe Sahn Combat Base to defend are the west and southwest sides. These boundaries are completely open due to the airfield. Stand guard atop one of the bunkers for excellent angles on enemy ground forces that enter the base.



You have a lot of ground to cover from Cu Lac Bridge to Khe Sahn Combat Base. Begin your airlifts immediately, bringing full squads into the valley. Position a ZSU-57 on the road south of the Khe Sahn Combat Base to hound U.S. aircraft. The road is nestled in a ravine where steep walls will hide your flak guns from enemy infantry.

When you attack the Khe Sahn Air Base, come from both sides: The western and southwestern valleys (use the covered path for a stealth approach), and the small gate opening at **E,4**. Position a ZSU-57 on the road just south of Khe Sahn Combat Base to keep U.S. jets from strafing, and helicopters from dropping off troops.



N.V.A. TEAM



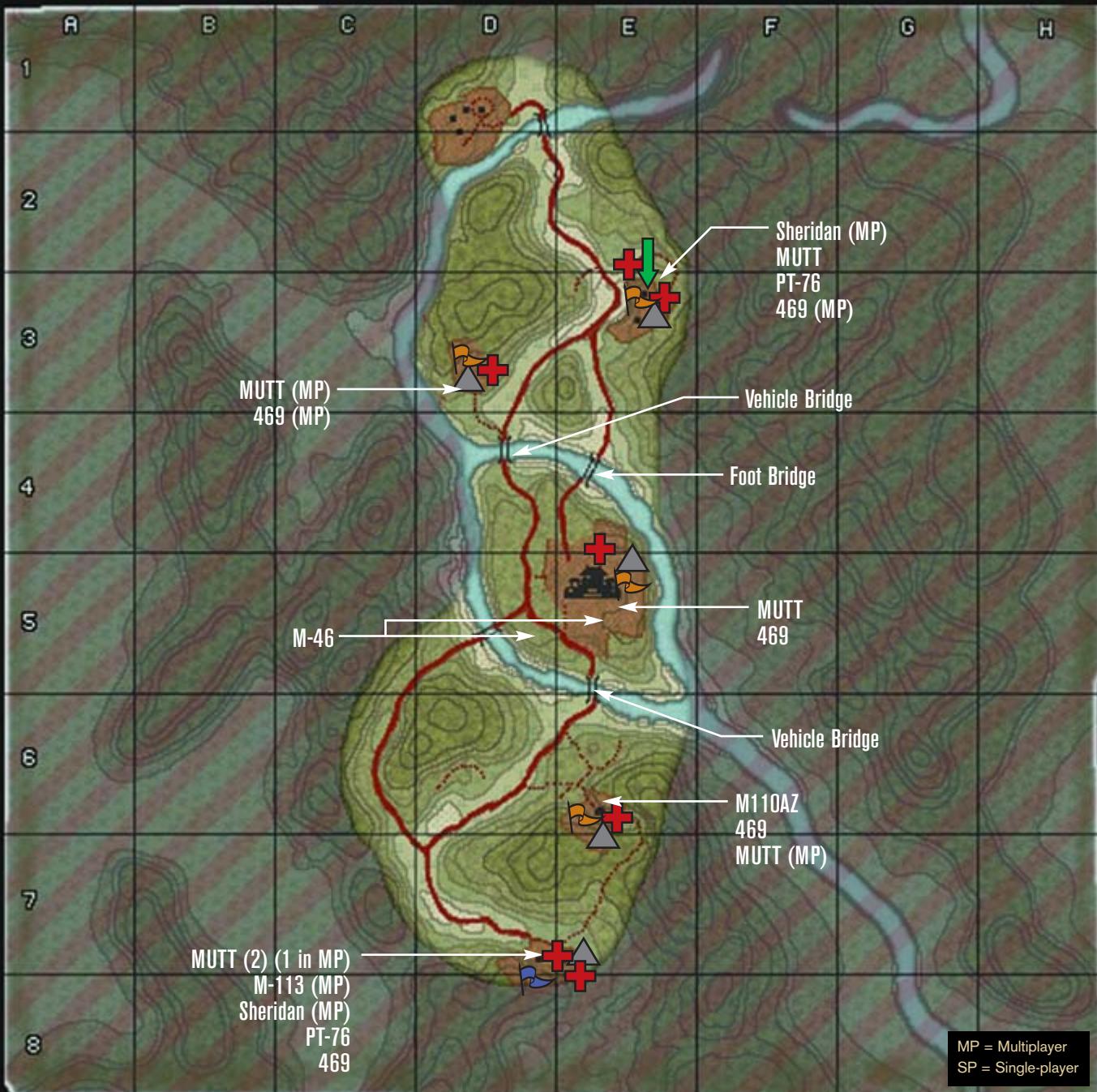
Lead Designer Tip

Air vehicles are essential to winning the map. Use them to move troops and control the skies.

—AJ Marini



HO CHI MINH TRAIL



May 1, 1970. The Ho Chi Minh Trail ran through Laos and Cambodia. Both nations declared themselves neutral in regards to the conflict, and as such, were off-limits to the U.S. The MACV-SOG were created in order to give the U.S. a presence in these regions, although more often than not, this presence was covert. The Ho Chi Minh Trail is an Assault Map. The U.S. begins with constant ticket loss. This loss can be stopped by neutralizing and/or capturing an enemy Control Point. The Viet Cong forces begin the map with four Control Points. The V.C. will begin to constantly lose tickets if all but one Control Point is captured.

- ▲ Ammo
- ✚ Health Kit
- ▬ Tower
- ▬ MACV Control Point
- ▬ V.C. Control Point

MACV VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|-----------------------------|---------------------------------|--|--------|
| M-110 | Self-propelled artillery cannon | 8" howitzer cannon | 4 |
| M-113 | APC | Roof-mounted machine gun | 10 |
| MUTT | Jeep | Missile launch pod | 10 |
| Sheridan (multiplayer only) | Tank | 152mm main gun, 7.62mm coaxial machine gun, M240 machine gun | 7 |



Continue along the trail until you see the first V.C. artillery placement. The resistance is stronger here, but if you use the buildings for cover, you'll prevail after a brief fight.

MACV KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------------------|----------------------------|---------------|--|
| Option 1 | CAR 15, grenades, Med pack | M14, mines, mortar, wrench | M60, M79 | M40, smoke grenades, binoculars |
| Option 2 | XM148, Med pack | M14, torch, C-4, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

V.C. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|---------|------------------|--|--------|
| M46 | Artillery cannon | 130mm gun | 6 |
| BTR-60 | Amphibious APC | Roof-mounted machine gun | 7 |
| 469 | Jeep | Rear deck-mounted machine gun | 11 |
| PT-76 | Amphibious tank | 76mm main gun, coaxial machine gun, roof-mounted machine gun | 8 |

**V.C. KITS**

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|-------------------|-------------------------------------|---------------|-----------------------------------|
| Option 1 | AKMS, grenades | MAT49, Pungi Sticks, mortar, wrench | Type 56, RPG2 | M91/30, Caltrops, binoculars |
| Option 2 | Type 53, grenades | MAT49, shovel, landmines, wrench | SA7, Expak | Type 56 Bouncing Betty, time bomb |

MACV TEAM TACTICS

This is a hellish battle pushing north along the Ho Chi Minh Trail. The V.C. are everywhere, but fortunately the enemy is waiting north of the South Guard Post at **E,6**. You should capture this first Control Point with ease, but it's much tougher from here.



BATTLEFIELD VIETNAM™

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TIP



If you can't get the upper hand at the Temple, climb to the top steps where you will have a better view of your targets.



You will probably encounter a PT-76 near the Temple, and unless you have a covered position, don't stand around and trade shells.

Advancing from here is extremely difficult. You have two choices. Either take your chances with the left road to the bridge and continue to the Old Shrine, or branch off to the right and take the foot bridge (or wade) across the river, then proceed to the North Guard Post. The left-hand road is heavily guarded, and nearly impossible to breach, so slip off quietly to the right, especially if it is your first attempt.



If you decide to take the vehicle bridge, load up your anti-armor weapon and get ready to use it.



Don't attempt to cross the bridge until the enemy armor has been eliminated. When the way is finally clear, fight your way through more V.C. to reach the Temple.

TIP



If you can't seem to break through on the road, slip around to the east and approach the Temple through the trees, where you'll have more cover.



The footbridge and river crossings are just as treacherous, although the thick jungle puts some welcome distance between you and the V.C. tanks. If you wade across the stream, follow a muddy gorge to the north, but watch for a steady flow of V.C. in front of you, and down the hills on either side.



Watch for more V.C. armor as you return to the road and continue up to the North Guard Post. The V.C. will attack you as you move, rather than run back to reclaim lost Control Points. Expect a nasty fight up to the last ticket.



Counterattack immediately when you lose a Control Point, before enemy reinforcements arrive.

V.C. TEAM TACTICS



The V.C. strategy is a mirror image of the MACV walkthrough. You begin with four Control Points and an endless jungle in which to hide. You can move with amazing freedom if you stay off the roads, but don't race the MACV force to the South Guard Post. Instead, make your first stand at the bridge leading to the Temple.



This battle is equally as violent from the V.C. side. The MACV forces throw waves of soldiers, MUTTS, M-110s and M-113s at your positions. This is a Heavy Assault mission, where every V.C. soldier needs the capability of taking out U.S. vehicles. Steal a MUTT when possible, and support your armor at the bridge.



Keep moving, and use the jungle for cover. Grab a U.S. M60 soon. It is an outstanding weapon in the jungle, especially if you find a covered position where you can suppress the enemy advance.



This battle is usually won or lost at the Temple, the midpoint of the map that blocks access to the two northern Control Points. You may win and lose this location several times over the course of the battle.



MULTIPLAYER TIPS

MACV



Lead Designer Tip

Vehicles play a support role. Use them to soften up defenses. Try to keep vehicles moving as much as possible. Stationary vehicles make easy targets.

—AJ Marini



The Temple provides excellent cover for turning back a V.C. counterattack.



Patience is a virtue in the jungle. Don't be too eager to leave the shelter of the trees until you eliminate all targets of opportunity.



V.C. TEAM



Lead Designer Tip

The jungle will conceal your movement. Try to keep yourself away from the main roadway in order to dodge bullets.

—AJ Marini

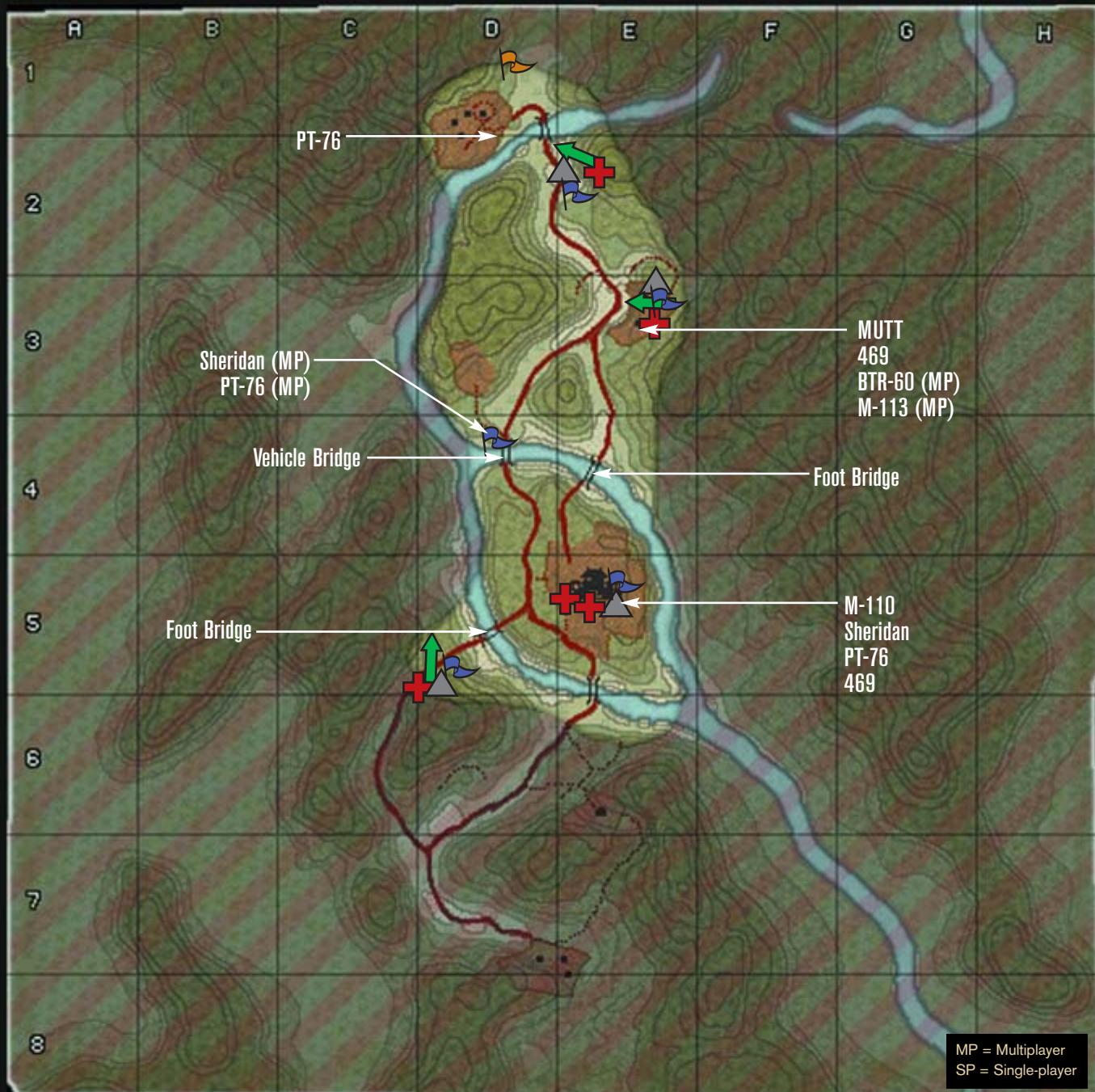


Snipe the exposed driver and gunner on the M-110 and turn the big gun against the MACV forces.

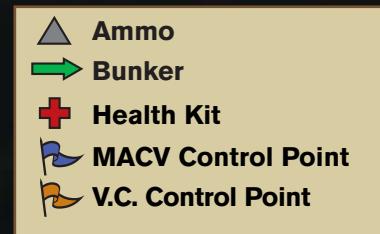


As the battle surges back and forth, look for opportunities to use the V.C. artillery. A barrage from the M46s punches a big hole in the U.S. forces, especially at close range.

CAMBODIAN INCURSION



May 1, 1970. Until the early seventies, the U.S. had limited official operations over Cambodia. Nonetheless, the U.S. had covert operations in Cambodia since the mid 1950's. Cambodian Incursion is an Assault Map. The Viet Cong begin with a constant ticket loss and a solitary Control Point. The U.S. controls five Control Points in the map. The U.S. will begin to constantly lose tickets if they lose all but one of their Control Points.



BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE

MACV VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|----------|---------------------------------|--|--------|
| M-110 | Self-propelled artillery cannon | 8" howitzer cannon | 4 |
| MUTT | Jeep | Missile launch pod | 10 |
| Sheridan | Tank | 152mm main gun, 7.62mm coaxial machine gun, M240 machine gun | 7 |
| M-113 | APC (multiplayer only) | Roof-mounted machine gun | 10 |

MACV KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------------------|----------------------------|---------------|--|
| Option 1 | CAR 15, grenades, Med pack | M14, mines, mortar, wrench | M60, M79 | M40, smoke grenades, binoculars |
| Option 2 | XM148, Med pack | M14, torch, C4, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

V.C. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|---------|------------------|--|--------|
| M46 | Artillery cannon | 130mm gun | 6 |
| 469 | Jeep | Rear deck-mounted machine gun | 11 |
| PT-76 | Amphibious tank | 76mm main gun, coaxial machine gun, roof-mounted machine gun | 8 |

V.C. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|-------------------|-------------------------------------|---------------|-----------------------------------|
| Option 1 | AKMS, grenades | MAT49, Pungi Sticks, mortar, wrench | Type56, RPG2 | M91/30, Caltrops, binoculars |
| Option 2 | Type 53, grenades | MAT49, shovel, landmines, wrench | SA-7, Expack | Type56, Bouncing Betty, Time Bomb |

MACV TEAM TACTICS



This battle is even more intense than Ho Chi Minh Trail. From the beginning of the mission, the V.C. push south from their base at **D,1** with waves of infantry, 469s and an occasional PT-76. Fortunately, they stay close to the trail, so you can anticipate their arrival at Fire Base 1 (**E,2**), and Fire Base 2 (**E,3**) in rapid succession. If you want armor, you'll need to start out from the Temple at **E,5**, where you can pick up a Sheridan or M-110. This strategy gives the V.C. a decided edge in securing Fire Bases 1 & 2, and they will be bearing down on the Temple in short order.

NOTE

Starting out at the Temple will guarantee a long, protracted fight. It is not our recommended strategy, but if you like your tanks, we want to let you know what you're in for. Stay tuned for another option.

From the Temple, you can continue across the foot bridge, or veer off to the west and take the road to the Shrine Bridge Control Point. If you stay to the east, you'll reach Fire Base 2 just in time for your first fight.



TIP

When you run into a V.C. PT-76, take out the gunner immediately to remove one of the threats. Then, quickly run away as you pull out a grenade.

If you can avoid the big gun long enough to connect with a couple of grenades, you reduce the tank to scrap.





The fight for Fire Base 2 will seem to go on forever, as V.C. 469s arrive and ground troops seem to bubble up out of the jungle. Stand your ground, eliminate the enemy vehicles, then work your way north to the Control Point.



After thinning out the enemy, gather a squad and continue up the road to Fire Base 1, where you will find another bunker. Fill up on health and ammo, and go up top again for a clear line of sight.



Don't be surprised if you lose Fire Base 1 to a V.C. counterattack. Just keep your M60 blazing and you'll get it back.



CAUTION

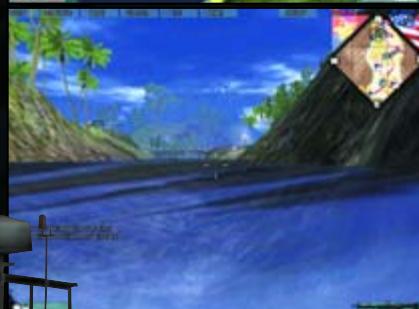


If the V.C. push you back, watch for a log trap on the west side of the road.

When you reach Fire Base 2, you will likely be low on health and ammo. Race inside the bunker for a visit to the First Aid Cabinet, then go up top for ammo. You'll have an excellent vantage point from the bunker's upper level, and you should be able to clear the remaining V.C. from the road. When you exit the bunker, watch for V.C. sneaking around behind you.



Remember that other option we promised? If your northward advance gets bogged down at the Shrine Bridge (**D,4**) or Temple (**E,5**), slip off to the west through the trees and drop down to the river. Swim, or walk along the edge, all the way to the north, until you see the bridge leading to the V.C. Base.



BATTLEFIELD VIETNAM™

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Climb up the bank and walk over to the torch, to capture the V.C. Base Control Point. When you're sure the area is clear, jump on the M-46 and shower the V.C. at Fire Base 1 with 130mm shells.



Finish off the survivors of your shelling and take over Fire Base 1. Continue south toward Fire Base 2, where you'll probably find other MACV troops. You can sit tight with a large lead, or push to the south and try for a clean sweep.

V.C. TEAM TACTICS



Unlike the MACV forces, you have no choice but to start at your northern base. Stream across the bridge and try to beat the enemy to Fire Base 1.



By the time you reach Fire Base 2, the MACV troops will arrive in great numbers. Make your way to the tent for some ammo, then peek around the flaps to pick off unsuspecting U.S. soldiers who wander into camp.



After securing Fire Base 2, take the western path at E,3 that leads to the Shrine Bridge Control Point, or continue to the south toward the Temple, via the foot bridge.



MULTIPLAYER TIPS

MACV



Lead Designer Tip

It's easy to focus too much attention on the northern bases. If the southern bases come under threat from the V.C., move to those locations as soon as possible. A threatened base is just an indication of more wide-spread movement from enemy forces.

—AJ Marini



It is safer to take the river past the Temple, then approach the Control Point from the south.

TIP



There is no need to climb the steps of the Temple to occupy the Control Point. You can avoid a potential ambush by sneaking around back and standing near the wall.



Now, all that is left is the Shrine Bridge. Pick up an abandoned M16 Sniper rifle and pick off the U.S. soldiers guarding the road to the bridge. Slip away into the jungle above the bridge, and finish clearing a path to your final Control Point, and a come-from-behind victory!

V.C. armor and 469s are deadly when they catch you moving along the narrow roads. You can't spend all of your time in the thick jungle, but you'll survive longer if you spend only brief periods of time on the main pathways. Also, you'll have more of a chance of lining up a flank shot from a hillside.



CAUTION

The jungle hills are steep, and if you get caught on too sharp an angle, you'll slide down to the road.



Stay low when you reach a jungle clearing, and you are less likely to be cut down.



BATTLEFIELD VIETNAM™

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The radius explosions of self-propelled artillery are efficient at clearing entire enemy squads from your path.

However, the M-113 is vulnerable to sniper fire. Shadow it with a tank or infantry squad to protect it as you move through the jungle.



Split your army, sending one force along the road to Fire Base 1, while another squad swims silently down the river. Go past the Shrine Bridge before doubling back on land. Then, work your way to the north, sandwiching the U.S. forces.



V.C. TEAM



Lead Designer Tip

The V.C. need to break out from their base in the North. Doing so is a matter of moving through the alternate pathways along the river and through the jungle.

—AJ Marini

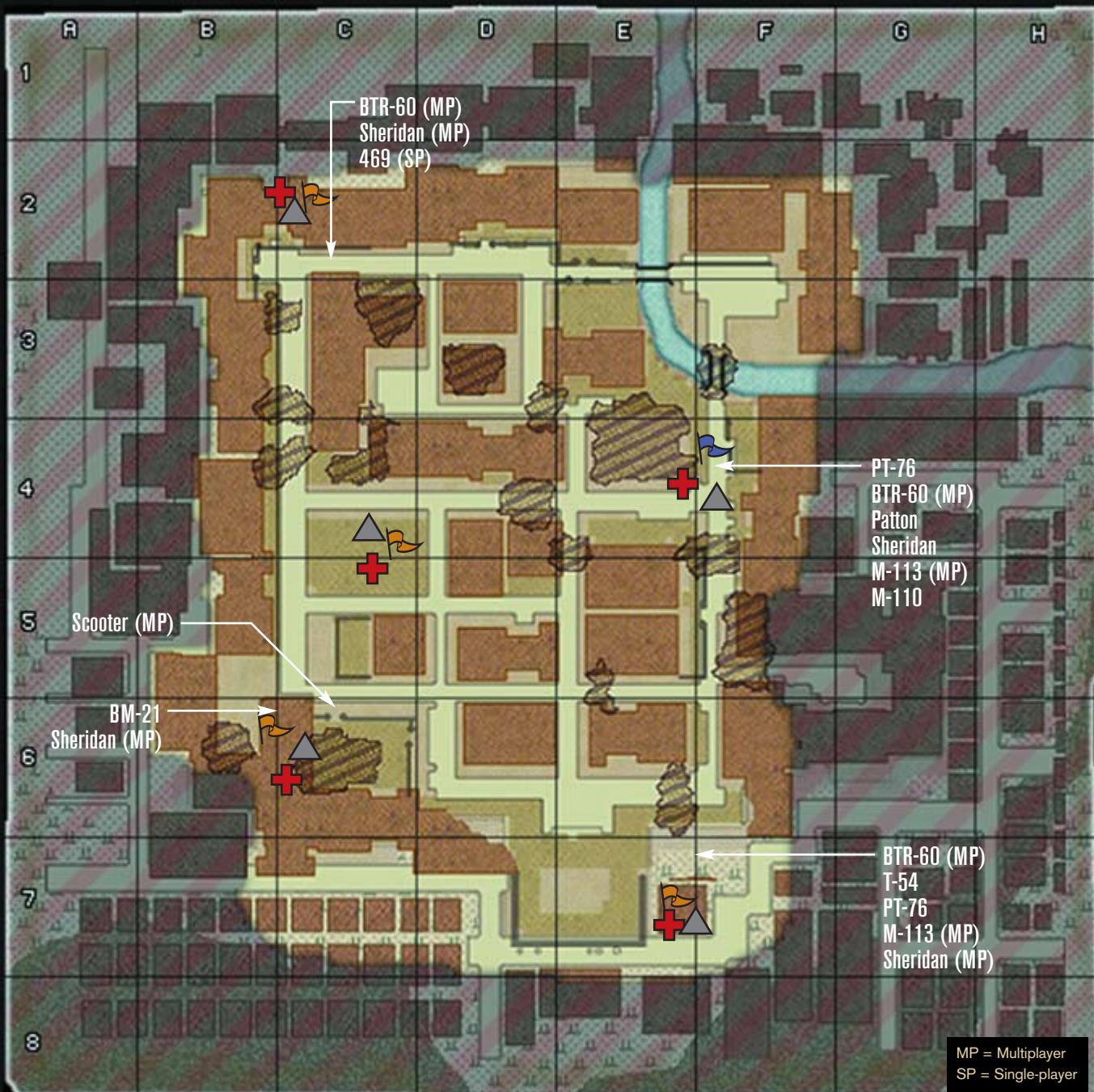
RPG2s are great anti-armor weapons, but the Type56 is a relic. Swap your Heavy Assault Kit for one of theirs to gain much-needed firepower.



U.S. M-113s are slow and clumsy, and you may find them stuck in the tough jungle terrain. Never pass up this opportunity. Toss a grenade and put them out of their misery.



QUANG TRI 1972



September 16, 1972. After years of military occupation and repeated battles and bombings, the city of Quang Tri was rendered a waste land. Earlier in the year, the forces occupying the city were ordered to retreat by their commanding officer, who saw little point in defending the remnants of the city. With obvious strategic importance, it was imperative the city was retaken by the South. Quang Tri is an Assault Map. The ARVN forces begin with a constant ticket loss. This loss can be stopped by neutralizing and/or capturing an enemy Control Point. The N.V.A. forces begin the map with four Control Points. The N.V.A. will begin to constantly lose tickets if all but one Control Point is captured.

- ▲ Ammo
- ✚ Health Kit
- ▶ ARVN Control Point
- ▶ N.V.A. Control Point

BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE

ARVN VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|----------------------------|---------------------------------|--|--------|
| M48A3 | Patton Tank | 90mm main gun, 7.62mm coaxial machine gun | 4 |
| Sheridan | Tank | 152mm main gun, 7.62mm coaxial machine gun | 7 |
| M-113 | APC | Roof-mounted machine gun | 10 |
| M-110 | Self-propelled artillery cannon | 8" howitzer cannon | 4 |
| MUTT (multiplayer only) | Jeep | Missile launch pod | 10 |

ARVN KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|------------------|----------------------------|---------------|--|
| Option 1 | CAR 15, grenades | M14, mines, mortar, wrench | M60, M79 | M21, smoke grenades, binoculars |
| Option 2 | M16, grenades | M14, torch, C4, wrench | M60, L.A.W. | M16 Sniper, smoke grenades, binoculars |

N.V.A. VEHICLES

| VEHICLE | TYPE | WEAPONS | USAGES |
|-------------------------------|------------------------|---|--------|
| PT-76 | Amphibious tank | 130mm gun | 8 |
| BTR-60 | APC | Roof-mounted machine gun | 7 |
| T-54 | Tank | 100mm main gun, coaxial machine gun, roof mounted machine gun | 6 |
| 469 | Jeep | Rear deck-mounted machine gun or missile launcher | 11 |
| BM-21 | Truck missile launcher | Missiles | 3 |
| Scooter (multiplayer only) | - | - | 2 |

N.V.A. KITS

| OPTION | ASSAULT | ENGINEER | HEAVY ASSAULT | RECON |
|----------|----------------|-----------------------------------|---------------|------------------------------------|
| Option 1 | AK47, grenades | MAT49, booby trap, mortar, wrench | Type56, RPG7V | SVD, Caltrops, binoculars |
| Option 2 | RPD, grenades | MAT49, mines, shovel, wrench | SA-7, Expack | Type56, Bouncing Betty, binoculars |

ARVN TEAM TACTICS

Of all the battles in the game, Quang Tri 1972 is as even as it gets. This is more like "capture the flag" than a tactical assault. Both sides are relatively equal, although the N.V.A. have a little more mobility with a 469 and more power with a BM-21 missile launcher. However, the piles of rubble everywhere in the city make it difficult to maximize larger armored vehicles. ARVN troops are headquartered at their base (**F,4**). For a quick strike, move west two blocks to reach the Offices Control Point at **C,4**.



Once the battle begins, it's difficult to develop a tactical plan. You must keep moving from building to building, peering around corners and checking every window. The center of the map, where buildings have been reduced to rubble piles, are the most dangerous. If you must travel across an open area, run back and forth and find cover quickly.



Look for sniping spots in the bombed-out buildings. Watch the map and find a vantage point overlooking a fight in progress. You can often turn the tide by picking off enemy troops and letting your fellow soldiers grab the Control Point.





Grenades are invaluable on this map. Look for enemy tanks slowly climbing a pile of twisted metal. They are vulnerable in this situation because their gun is forced into a higher angle. When you locate an armored vehicle, you can also find protection behind a section of wall as you lob grenades.



Doorways can be dangerous places. Enter a building slowly just in case an enemy soldier is waiting.



Take care when approaching the Warehouse at **C,2** late in the battle. The N.V.A. like to congregate inside in large numbers, so don't just wander in expecting an easy takeover. Stay outside and find cover while you clear the room.



Watch for N.V.A. 469s zipping around the city.



Be careful when you are down to a single Control Point. If you lose it during a spawning delay, you will have to wait for the NPC soldiers to acquire a location for you to reenter the battle.



If the score is close at the end of the battle, assign a soldier or two to "Hold" in newly acquired Control Points. This should buy enough time to respond to problems before you lose any territory.

N.V.A. TEAM TACTICS



The N.V.A. strategy is not unlike that of the ARVN troops. Your best opening move is to attack the ARVN Base at **F,4** to temporarily stop the flow of vehicles.



If you use a 469 to get around the city, prepare for a wild ride. You must keep moving to stay alive. If you are lucky enough to find a good driver, man the machine gun and keep firing.

BATTLEFIELD VIETNAM™

PRIMA'S OFFICIAL STRATEGY GUIDE



Find a sniper rifle and clear out an enemy base from afar before moving in for the flag.

It's always nice to tuck in behind a PT-76 when you are moving through Quang Tri.



Rubble piles are your friends. The more obstacles you can place between you and your enemies, the better.



If you catch an enemy tank moving up or down a rubble pile, you have a free shot, while the gunner is unable to target you.



MULTIPLAYER TIPS ARVN AND N.V.A. TEAMS



Lead Designer Tip

Use the ruined buildings to your advantage. The rooftops and windows give you a great location to fight from.

—AJ Marini

Sometimes it pays to be the second soldier around the corner. There are so many ambush locations on this map, you can't take anything for granted. Peek around corners before proceeding or you might walk into a bullet with your name on it.



A sniper rifle is productive for picking off vehicle drivers and gunners, or ambushing an enemy squad on the move. Just remember to change locations frequently, because when your sniper scope is activated, you have no peripheral vision.



Lead Designer Tip

The tides of war can turn on a dime in Quang Tri. One moment your team is in control, the next you are facing elimination. Stay on the move and control your enemy's movements.

—AJ Marini